



ICEWIND

D.A.L.E.
ENHANCED EDITION

DUNGEONS & DRAGONS

Mastering Melee & Magic

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CHAPTER 1: INTRODUCTION

INTRODUCTION

This guide details the ins and outs of playing *Icwind Dale: Enhanced Edition*. Note that it presumes you are entering our Realms through a "Window," not an "Apple" or an "Android" or an "iPad." It therefore explains the default controls for use with a Windows-based game first. Notes on the differences between the desktop and tablet versions of the game appear at the end.

In the following pages, you will learn how to create your character, how to navigate your way through Faerûn, and how to access the main game and the *Heart of Winter* standalone adventure.

THE MAIN MENU

When you first open *Icwind Dale: Enhanced Edition*, you will see a menu with two different choices: *Icwind Dale* and *Heart of Winter*. Select the option you wish to play by clicking its button. You can exit the game by clicking Quit Game at the bottom of the screen.

ICEWIND DALE

Clicking this option will bring you to the *Icwind Dale* main menu, where you can start or load a single player or multiplayer game, adjust gameplay or graphics options, or view the in-game cinematics you have previously seen in the game. This menu will start the main storyline.

HEART OF WINTER

This option allows you to begin your game in the *Heart of Winter* expansion, which can also be reached through the main storyline by speaking to Hjoldler in the town of Kuldahar.

CHAPTER 2: CHARACTER GENERATION

CHARACTER GENERATION

Your first task in Icewind Dale is to create your party. When you start the game, you'll be presented with the following character creation screen. Follow the steps below; at any point in the process, you may press Cancel, and you'll be asked if you wish to return to the main game screen. If you find that you don't like some of your choices and wish to "back up," simply press the Back button at the bottom left of the screen.

You can import a character or use a premade character by pressing the Import button. This lets you import from a character file or saved game.



GENDER

Choose your character's sex, male or female. This will affect your portrait selection, your character's model in the game, and some dialogue. When you have chosen your gender, click on the Done button in the bottom right of the screen. (You'll need to select Done after every choice you make below.)

PORTRAIT

Once you have selected a gender, you will be prompted to choose a portrait to represent your character visually in the game. Options are offered based on the gender you chose; use the buttons provided to scroll left or right to see all available portraits.

You can create an entirely new portrait and select it by opening the "CUSTOM" menu. The aspect ratio for custom portraits is based on the large portrait's dimensions (210x300). It must be in BMP format (24-bit color). File names must be no more than 8 characters long. Place the portrait image in the Portraits folder of your game's local file directory (in Windows and Mac, this directory is Documents\Icewind Dale – Enhanced Edition). You may need to create this folder if it doesn't already exist.

In multiplayer mode, if a portrait is missing on one or more players' computers, they will see a silhouette with a question mark where the player's absent portrait should be.

RACE

Choose your character's race, whether human, elf, half-elf, dwarf, gnome, halfling, or half-orc. The strengths and weaknesses of each one will be described in the text box to the right of the choice. Your race may affect certain dialogue choices in the game as well as what class you can be, so choose carefully. If you wish further details on each race, see "Races" on page 83.

CLASS

The classes and class combinations available to the race you have chosen will be highlighted. Choose what you want to play from the list. Descriptions of each class are noted in the area right of the selection boxes.

Multi-class characters are available to non-humans only and share the traits and restrictions of both classes. Human characters can choose to become dual-class later in the game.

Dual-class characters start their adventuring life as one class and then later switch to a different class. When the character chooses to switch classes, the abilities of the former class are unavailable until the character surpasses the level of their former class with the level of their new class. At this time, the abilities of both classes are available at their current level. The character can never advance further in the former class. Only humans can be dual-class characters. If you wish further details on each class, see “Classes,” on page 86.

Kits

Certain classes have several “kits” that may be chosen. When you pick one of these classes, you will be given a subset of kits to choose from. If you don’t wish to use a kit, simply choose the default kit (named after the class).

Kits give special advantages and disadvantages to their parent class. For example, if you choose Kensai (a Fighter kit), your character will deal more damage with their weapon than any other class in the game. However, your character will also be unable to use armor or missile weapons.

Note: Multi-class characters do not get to choose a kit. Dual-class characters may not choose a kit for their second class; certain restrictions might apply based on the character’s first class.

ALIGNMENT

Once you have selected a race and a class, you will be prompted to select your character’s alignment. Your choices may be limited based on your chosen class; Paladins, for example (with the exception of Blackguards), must be lawful good.

Your alignment determines how your character interacts with their environment. Read over each alignment’s description carefully before choosing. Straying severely from your alignment during the course of the game will have consequences—your character may even suffer the loss of some abilities!

Those who turn their back on their own natures harm themselves as well as others — if a ranger or paladin does not uphold their alignment, then they will lose the special abilities of their class.

—Everard

ABILITY SCORES

Six ability scores define your character: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHR). They are listed on this screen with the values the computer has randomly determined for your character (the values are calculated as if you rolled three 6-sided dice for each ability and then adjusted based on race). Any class minimums will be automatically selected for the character for abilities that were too low (i.e. if the character needs a 17 Charisma to be a Paladin, and the computer rolled a 12, then the character will receive 17). You can subtract points from an ability to add to another; however, you cannot lower an ability below racial or class minimums. The text box on the right of the screen describes each ability.

You may use the Reroll button to generate new numbers for all your ability scores; reroll as many times as you like until you reach a combination you are happy with.

Note: For warrior classes, the exceptional Strength value (for example, 18/45) is generated upon rolling whether or not you rolled an 18 for Strength.

SKILLS

Once you have assigned your ability scores, you must choose your character's skills and proficiencies. Which skills and how many proficiencies you receive is determined by your class; a Mage, for example, must select which spells appear in his spellbook, and a Thief must assign skill points to thieving abilities. Warrior classes only select weapon proficiencies, but receive more of them than any other class.

THIEVING ABILITIES

If your character is a Thief or a multi-class character with thieving abilities, you must allocate ability points to thieving skills. The Thief has 40 points to allocate at the beginning of the game and receives 25 points every level thereafter (certain Thief kits may alter this number).

SPELLS

If your character is a Mage or Sorcerer, you will see a screen from which you can choose spells for your spellbook (for a Mage) or personal knowledge (for a Sorcerer). There is also a PICK FOR ME button that will select spells for you. If you are a specialist Mage (such as an Illusionist or Conjurer), you must select at least one spell from your school of specialization.

Once your spells are selected, you will be prompted to select which spells your character has memorized at the start of the game. This allows you to start adventuring without needing to rest first.

WEAPON PROFICIENCIES

All characters receive weapon proficiencies. The proficiency list appears with a descriptive caption in the bottom right section of the screen. Characters can often wield weapons without the appropriate proficiency, but they incur penalties on all rolls with that weapon. Fighters, Paladins, and Rangers can become even more skilled with weapons by adding a second slot to any proficiency. Doing so gives them an added bonus to their attack rolls and to the damage they inflict. Only Fighters and certain kits can devote more than two slots to a single weapon. Rangers also begin the game with two free proficiency slots assigned to Two-Weapon Style, which gives them the ability to wield two weapons effectively.

RACIAL ENEMY

Rangers must choose a racial enemy. The Ranger receives a +4 to-hit and damage bonus when fighting creatures of this type. You can choose your racial enemy from a list of monsters you are likely to face during your adventures; choose the one you hate most.

APPEARANCE

After choosing your skills, you can customize your character's appearance by changing skin, hair, and clothing colors. Click on the box showing the current color to bring up a selection window with other color choices for each category.

Note: Once the adventure has begun, you can change your major and minor clothing colors at any time from the Inventory screen.

SOUND

In addition to your character's appearance, you can also select one of several character voice sets, which will be used for battle cries and other sounds your character makes during play. Choose the voice set you like best from the choices available.

NAME

Last of all, you must name your character. NPCs will use this name when addressing your character during dialogue, so be sure to choose one you like! When you have entered the name you wish to use, press Done.

After you have entered your name, review the character information displayed in the middle section. At any point, you may click Back to return to an earlier section, but returning to an earlier section will force you to repeat later sections from scratch — including any ability score rolls. If you are satisfied with your character, press Accept to start the adventure.

CHAPTER 3:
HOW TO PLAY ICEWIND DALE

THE INTERFACE

This section describes all the functions of the windows, buttons, and menus in the Icewind Dale interface. While many of the features are self-evident when you play, you may want to look over this section for some of the finer points of the interface to make exploring the Spine of the World a little easier.

MOUSE BUTTONS AND CONTROL

LEFT-CLICK: ACTION

- Selects a character or selects a portrait. If a character or group was selected before, that character or group is deselected and the new character is selected instead.
- If the Shift key is held down while L-clicking on various characters on the field or on the portraits, multiple characters are selected.
- If the Ctrl key is held down while L-clicking on unselected characters, the characters are added to the current character selection. L-clicking on already selected characters deselects them instead.
- Double-clicking on a portrait centers the camera view on that character.
- L-clicking buttons selects an action for a character: Guard, Talk, Attack (click on weapon), and so on.
- Casts spells and uses items once they have been selected.
- On terrain, walks selected character(s) to the selected location.
- L-click and drag on terrain to select multiple characters.
- L-click and drag portraits to change your party's marching order.
- Picks up items with currently selected character(s). If more than one character is selected, the topmost portrait (the "leader") approaches and picks up the item.
- L-click the clock icon in the lower left corner of the screen to pause or unpause the game.

RIGHT-CLICK: INFORMATION, CANCEL ACTIONS, AND FORMATION MOVEMENT CONTROL

- R-clicking a character's portrait opens that character's Inventory screen.
- R-clicking an item (on the Inventory screen), spell, or ability opens the description for the selected item, spell, or ability.
- Cancel current actions, such as attacks or spellcasting, by R-clicking anywhere on the terrain.
- R-clicking on a monster, NPC, or party member plays the selection sound for that character or monster.
- R-click and drag to change the orientation of the party's formation when moving to the selected location.
- R-click on a ranged weapon in a Quick Slot to configure the ammunition used by that ranged weapon.
- R-click on Quick Spell slots to assign a spell from the character's repertoire to that slot.
- R-click on Quick Formation slots to select a different party formation for that slot.

MOUSE MOVEMENT: MOVE VIEWPORT

- Move the mouse to the top, bottom, left, or right edge of the screen to scroll the game's view in any direction. You can also use the arrow keys on your keyboard.

THE MAIN INTERFACE:



WHERE THE GAME IS PLAYED

Here is the main screen you will use when navigating the world of Icewind Dale. On the left side of the screen are several buttons:

- Return to Game
- Area Map
- Journal
- Inventory
- Character Record
- Mage Book
- Priest Scroll
- Options
- Quick Save
- Help
- Rest
- Clock (Pause/Unpause)

On the right side of the screen, below the character portraits, are some additional buttons:

- Select Tool (touchscreens only)
- Help Tool (touchscreens only)
- Party AI On/Off
- Select All

You may configure the main interface to match your play style, minimizing sections of the interface you do not use often (or with hotkeys you have mastered). At the top of the right and left side panels are buttons that minimize each side panel. When a panel is minimized, a button appears in the corresponding bottom corner of the screen; this button will bring the panel back up. You can also use the "h" hotkey to hide the entire interface or reset the interface as needed. You can change the hotkeys in the Gameplay section of the Options screen, under "Assign Keys."

Zooming In And Out

You can zoom in with the camera to get a closer look at the action by scrolling your mouse wheel down, or zoom out to get a view of a larger area by scrolling your mouse wheel up.

PAUSING THE GAME

You can pause the game at any time by hitting your keyboard's space bar or pressing the clock button on the bottom left of the screen. This is a very important part of gameplay; combat often becomes unmanageable in real time. When this happens, you can pause the game, assign orders to the characters, then unpaue and let the action unfold.

Note: During combat, you will not be able to equip or unequip your character's armor. You can, however, change weapons and other protective items you have equipped, such as shields, amulets, rings, or cloaks.

AUTO-PAUSING

You can set the game to pause automatically during gameplay. To access the auto-pause options, open the Options screen, then the Gameplay screen, and choose Auto-Pause. By

configuring more auto-pause parameters, you can make the game take on a more turn-based feel.

A NOTE ON CURSORS

The cursor changes when moved over objects, characters, or NPCs to indicate the default action. The default action mode can be changed by L-clicking the buttons at the bottom of the screen.

If a given cursor is selected, it may be changed by selecting a different action button, by R-clicking somewhere on the screen, or by L-clicking somewhere on the screen where the cursor has no effect (for example, a non-object or the interface border).

Here are the icons and descriptions for cursors that may appear during play.



Select: You can select the character, button, or icon.



Interact: You can interact with the selected target if your character is close enough.



Move: The selected character(s) will be moved to the selected location.



Blocked Location: The selected location is not a valid destination for movement.



Travel: If you move here, you will leave the current map area.



Door: You can open or close the highlighted door.



Enter: You can walk through the entry or hallway, if a door is not highlighted.



Stairs: You can go up or down staircases to the next level above or below your current location.



Loot: You can pick up items from the floor or a container.



Attack: The currently active character(s) will attack the selected target.



Unlock: The selected Thief will attempt to unlock the selected door or container if that door or container is currently locked.



Remove Trap: The selected character will attempt to remove the selected trap. You can only disarm a trap that you have first detected.



Pick Pocket: The selected character will attempt to steal an item from the indicated character or creature.



Spell: The character will cast the selected spell at the indicated location or target.



Talk: The character will initiate dialogue with the chosen NPC. If multiple party members have been selected, the one with the topmost portrait will speak.

FOG OF WAR

Most actions cannot be performed in areas that you cannot see. Every character can see a certain distance away from them, and anything beyond that is called the “fog of war” (i.e., the area is “blackened out” or gray-shaded). This means your characters cannot see around a building until they move to the corner, and they cannot see through walls.

BOTTOM MENU BUTTONS

Unlike the left and right menu buttons, the bottom menu buttons are not static. They change depending on the currently selected character and if more than one character is selected. Use the F1 through F12 hotkeys to quickly select from the following options.

QUICK LOOT

This toggles the Quick Loot bar, which displays the contents of nearby piles of loot. Only loot outside containers is shown. L-clicking an item in the Quick Loot bar will cause the topmost selected character (or the party leader, if no character is selected) to walk over and pick it up if they have room in their inventory.

TALK

This selects the dialogue cursor that initiates dialogue if L-clicked on any creature.

QUICK WEAPON

These slots correspond to the Quick Weapon slots on the inventory page. Load a weapon into these slots by equipping it to the corresponding slot on the Inventory screen. R-click on any ranged weapon in a Quick Slot to select the type of ammunition to use.

The character’s class determines how many Quick Weapon slots will be displayed. The number of slots directly corresponds to how many weapons can be equipped on the

Inventory screen (four for Fighters, three for other warriors, and two for all other characters).

CLASS-SPECIFIC BUTTONS

The following buttons are displayed only for certain classes.

GUARD

This mode is available to warriors. Choose a character for the warrior to guard by clicking on that character. The warrior will follow the selected character and attack any enemies that target either of them. You can also click and drag on the ground to select a circular area; the warrior will walk to the center and attack any enemies that enter this area. Giving the warrior another command cancels this mode.

FIND TRAPS

This mode is available to Thieves and Monks. If you select an action other than movement for that character, this mode ends. This mode also activates a Thief's Detect Illusions ability.

THIEVING

This action includes pickpocketing, opening locks, and removing traps, depending on the target chosen.

STEALTH

This is a blend of the Move Silently and Hide in Shadows skills. Thieves can choose this mode; if successful, they become nigh invisible. Provided a Thief is hidden, their next attack, if successful, will be a backstab that inflicts two to five times normal damage depending on the Thief's level (certain Thief kits have higher or lower multipliers). Moving into the light or launching an attack can cause Stealth to fail. Rangers can also use the Stealth ability but cannot backstab (with the exception of the Stalker kit).

Note: If "3E Sneak Attack" is enabled in the Gameplay Options menu, backstabs are replaced by sneak attacks and crippling strikes. See "Sneak Attacks and Crippling Strikes" on page 126.

TURN UNDEAD

This is a mode that Clerics and Paladins can choose. The Cleric (or Paladin) persists in turning undead until an action other than movement is selected. Clerics in this mode will attempt to turn undead creatures; if successful, the undead will run away for a time, or, if the Cleric is sufficiently powerful, they may be destroyed outright. Evil Clerics using this ability may gain control over some undead creatures.

CAST SPELLS

This ability is usable by any class with the ability to cast spells, such as Mages, Clerics, Druids, and high-level Rangers and Paladins. Clicking this button opens up the character's list of memorized spells they can cast.

QUICK SPELLS

These buttons are configured by R-clicking on the Quick Spell slot, bringing up a list of all currently memorized spells. Once configured, the spell is ready for use at the push of the appropriate button or by L-clicking that slot.

BARO SONG

This ability is usable by Bards. They begin playing a song that continues until any action other than movement is selected. Bard songs have a variety of beneficial effects. If the Bard knows more than one song, the current song can be changed through the Special Abilities menu.

USE ITEM

When L-clicked, this button allows you to use the special abilities of any items you currently have equipped, such as cloaks, rings, or helmets.

QUICK ITEM

Each character has three Quick Item slots which allow you to quickly use an item from your inventory like a wand or potion. You may ready any item in a Quick Item slot by clicking on the item on the Inventory screen and then clicking on the desired slot.

SPECIAL ABILITIES

This button is used for any characters with special abilities (abilities for certain classes or those gained by characters during the course of the game). If you click on this button, a list of special abilities will be displayed for that character. Right-click on an ability to see its description.

MULTI-CHARACTER BUTTONS

The following buttons are displayed when more than one character is selected.

- Talk
- Attack
- Stop
- Quick Formation

TALK

Clicking this button directs the topmost selected character to initiate dialogue with the chosen creature.

ATTACK

Clicking this button directs the selected character(s) to attack the chosen creature using any weapons currently held in hand.

STOP

Clicking this button halts all current party actions. It is useful if you suddenly realize your character is walking into a trap your Thief has discovered.

QUICK FORMATIONS

Party members form up in the same order as top down on the character portraits bar (top character is first in formation). If fewer than six characters are selected, they will form up to the number of characters selected, filling formation slots in order until there are no more characters. The formation can be rotated by R-clicking and dragging at the desired destination when a group is selected. By default, a number of formations have already been selected.

Quick formations work the same as quick spells; to change the quick formation displayed in a given slot, R-click the slot desired and select the new formation to use in that slot.

RIGHT MENU BUTTONS



Select Tool: When playing with a touchscreen, selecting this tool allows you to select one or more characters with a touch. It also cancels any spell currently selected or any other action that requires you to select a target.



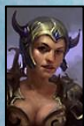
Help Tool: When playing with a touchscreen, selecting this tool allows you to view items on the screen with which you can interact. It will display chests, doors, and items on the ground, as well as the current Hit Points of all characters in your party. On PC and Mac platforms, the same function is performed by the Tab key on your keyboard.



Select All: Selects or deselects all members of the party. This includes summoned or allied creatures if available.



Party AI: Turning this option on or off changes whether or not party members will behave based on their selected scripts.



Character Portraits: L-clicking a portrait selects that character; R-clicking the same portrait brings up the Inventory screen for that character. You can reorganize your party by clicking and dragging portraits up and down the list.

Damage to the character is represented on their portrait as a rising red bar (that is, the portion of the portrait that is the normal color represents Hit Points still remaining for that character). Character portraits also display status icons (if your character is charmed, held, etc.) as well as the plus-shaped level-up icon if that character has enough experience points to gain a level.

LEFT MENU BUTTONS



Return to Game: Clicking this button returns you to whichever main screen of the game you were previously viewing. This button does nothing if you are already on the main screen.



Area Map: This button brings up the current area map. From this screen, you can also view a world map, though you cannot travel using your map. (To travel between areas, move your party to the area's exit point.)



Journal: Quest logs and reminders are frequently added to your journal for later review. Clicking this button opens up that screen and allows you to read previous journal entries.



Inventory: This button brings up the currently selected character's Inventory screen or, if more than one character is selected, the Inventory screen for the topmost selected character. If no character is selected, the party leader's inventory is displayed.



Character Record: This button brings up the Character Record screen, allowing you to view the current character's ability scores, class abilities, and other traits. This is also the screen from which you can level-up your character if they have earned enough experience points.



Mage Book: This button brings up the selected character's spellbook, displaying all the character's known wizard spells and allowing you to select which ones to memorize (if the character is a Mage or Bard). Note that these spells will not be available for casting until after you've rested.



Priest Scroll: This button brings up the selected character's priest spells, allowing you to select which ones to memorize. Note that these spells will not be available for casting until after you've rested.



Options: This button brings up the Options screen, allowing you to save your game, load a previous save, quit the game, or change gameplay, sound, or graphics options.



Quick Save: This button saves your game in the Quick Save slot.



Help: This button shows you the tooltips for all other buttons currently on the screen.



Rest: When you select Rest, time passes in the game and your characters heal and memorize their spells. When the party rests, if you have selected Cast Healing Spells on Rest in the Gameplay Options menu, characters that have healing spells memorized will cast them on the most injured party members automatically. Also in the Gameplay Options menu, you will find a setting called Heal On Rest. If this option is turned on, then when you rest, time will pass until your party is fully healed.

TOOLTIPS

These information windows pop up whenever you leave your mouse cursor over any button, creature, or character for a period of time. They display a brief description of that object's name, purpose, or general status. To bring up the tooltips instantly, press your keyboard's Tab key while hovering your cursor over a target.

THE DIALOGUE WINDOW

Dialogue occurs with the selected character only; changing the speaker is not possible until dialogue is exited and restarted with a new character selected. If multiple characters are selected, the topmost selected character initiates the dialogue.

There are three sizes for the dialogue window: a one-line size (small), a medium default size for normal play used to display system messages and game conditions, and a large size used when dialogue is being displayed. At any time, you may change the size of this window by pressing the Page Up or Page Down keys on your keyboard or using the up or down buttons beside the dialogue window.

There is a scroll bar at the right of the dialogue window that can scroll up and down the dialogue queue. Dialogue uses a menu-based system; L-click on what you want to say from the options provided. What is available may vary based on the speaker's race, class, gender, alignment, and ability scores.

You can scroll up to view previous conversations at any time using the scroll bar.

STORES, INNS, TAVERNS, AND TEMPLES

Throughout the course of the game, you will encounter many non-player characters offering goods or services. These NPCs all use a similar interface for buying, selling, and trading of information, goods, and services. When these NPCs are spoken to, a panel will replace the bottom portion of the screen with buttons for the various services offered.



Rent Rooms: Inns usually have four different types of rooms in which the player's party can rest. The various accommodations vary from Peasant rooms to Royal lodgings. The more expensive the room, the more comfortable your stay and the more you heal while resting. Some inns are limited in the room quality they can provide.



Buying and Selling: This screen is broken into a Buy window (left) and a Sell window (right). Highlight items to purchase by L-clicking on them in the Buy window. Selected items will not be purchased until you L-click Buy at the bottom of the window. The current total for all items is shown next to the Buy button. The Sell window works in the same fashion, though the merchant may have no interest in certain items in your inventory (in which case the items will be dimmed). Items unusable by the character currently selected are shaded red. While they are unusable, they can still be purchased for future use or for other party members.



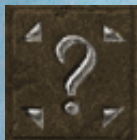
Drinks and Rumors: Some locations have friendly bartenders or innkeepers. Items offered at the bar vary from expensive liquors to cheap ales. Either way, upon ordering a drink, the proprietor may decide to share rumors they have heard lately. Exercise caution: Your characters can become intoxicated if they drink too much.



Donate: You can donate money at a temple by selecting this option. When you donate, you might hear a rumor from the priest and the party's reputation may increase depending on the amount of gold donated. Donating gold is very helpful if the party's reputation is suffering.



Healing: Temples usually offer healing services for a price. A menu will appear showing services offered and their cost. Select the character you wish to be healed and then the service you wish them to receive.



Identify: Shops and temples can usually identify a larger variety of items than your characters. The cost to have an item identified is 100 gold pieces. If you cannot select the item from the list, the proprietor does not have the ability to identify the item.

CONTAINERS

Certain items and containers in the game can be picked up or opened. When you move your cursor over them, they will be highlighted in blue. L-click to access the item or container. When you access the item or container, the Container panel comes up at the bottom of the screen. The panel's left side shows items on the ground or in the container. The right side is a small portion of the selected character's inventory. Clicking items on the left side of the panel moves them from the ground or container into the character's inventory. If the character's inventory is full, the item will not be transferred. Note that this process can be reversed: Items can be moved from a character's inventory into a container or onto the ground by L-clicking them in the right side of this panel.

Certain containers may also contain stacks of gold. Clicking these stacks adds the gold to the party's total.

USING BUTTONS AND TRIGGERS

When playing the game, you will come across several buttons, levers, and similar instruments. Placing your cursor over these instruments will switch it to a new cursor type. To use these instruments, you must be standing close to them; otherwise, a message will tell you your character is too far away.

MAPS

AREA MAP

L-clicking the map button in the left panel will bring up the map of the area the selected character(s) are currently in. Sections that have been visited are lit; those that haven't are dark. This map may be of an interior location or outdoor terrain. Dots indicate the current position(s) of the character(s) on the maps.

Note: On some maps, there will be icons marking important places in the area. When you hover your cursor over the flag, the location's name will come up at the top of the screen. You can add your own map notes by R-clicking anywhere in the map area, and you can toggle the markers by clicking on the compass in the top-left corner of the screen.



WORLD MAP

While on the area map, you can click the World Map button to view a larger region. The area you are currently in is marked by a shield standard. Areas visited will be shown, as well as locations to which you have been given directions. Note that you cannot travel between areas unless you have traveled to the edge of the current area and brought up the world map with the Travel cursor. To move to another area, highlight the area and click on it.



JOURNAL

Quests and major occurrences in the game world are entered in the journal. The journal has four sections:

QUESTS

This journal section records all your current quests.

DONE QUESTS

When you finish a quest, related quest entries are placed in this section. Old entries will be erased from the Quest section.

JOURNAL

This section lists major events in your adventure.

USER

This section is for your own journal entries as well as any notes or letters you have copied. You can add journal entries by pressing the Add button or by L-clicking on a blank part of the page; you can copy letters by R-clicking them in your inventory and choosing Copy. Entries in this section can be edited at any time by L-clicking on them.

INVENTORY

The Inventory screen can be accessed by L-clicking the Inventory button on the left panel or by R-clicking a character portrait. Some of the screen is taken up by a "paper doll" representation of the character. Along the bottom of the screen are the character's personal inventory and the encumbrance. Items can be dragged and dropped on the paper doll to be equipped or dragged and dropped on other characters' portraits to give them the items. Stackable items can be unstacked by double L-clicking on the item. Unstacked items can be stacked by dragging and dropping them on top of one another. Items placed in the Ground slots on the right will drop at the character's feet and can be picked up from the main game area. This page also shows the group pool of gold.

Blue-shaded items are magical and unidentified. Green-shaded scrolls contain spells not present in the spellbook of the caster holding the scroll. Red-shaded items are not usable by that character.



ENCUMBRANCE

Each character has a maximum weight they can carry, determined by the character's Strength attribute. If this weight is exceeded, the character will slow down or stop completely, depending on how overloaded they are. A character's current and maximum carry weights are shown on the backpack to the left of their inventory.

THE PAPER DOLL

There are 12 distinct areas in the equipped items section: helm, armor, bracers or gauntlets, cloak, belt, amulet, rings, boots, weapons, quiver, and shield.

Note: You can also place weapons in your shield slot to wield two weapons. If you are not proficient in Two-Weapon Style, you will incur severe penalties to your main and off-hand attack rolls.

QUICK WEAPON SLOTS

The weapons in the Quick Weapon slots determine which quick attacks are available. These slots are like a bandolier of accessible weapons. For a Mage, this could hold a dagger; for a Fighter, it could be a crushing weapon to use against undead, a bow for distant encounters, and a sharp-edged weapon for close combat. When a new weapon is put into the weapon slots on the Inventory screen, it generates a default quick attack in the character's Quick Attack button at the bottom of the main interface screen. Only one bow, crossbow, or sling may be equipped at a time.

A shield may be equipped only if no two-handed weapons are present in the weapon slots. If a two-handed weapon is in one of these slots, the shield is not equipable. A message to this effect appears in the Inventory message line: "Cannot equip (two-handed weapon in use)." A similar message is displayed if a shield is equipped and the player tries to equip a two-handed weapon: "Cannot equip (shield in use)."

QUICK ITEM SLOTS

These slots represent miscellaneous items that are kept at the ready (potions, for example). These items can be easily accessed during combat, similar to weapons in Quick Weapon slots.

PERSONAL INVENTORY

Considered your "backpack," a character can carry only 16 different items or stacks of items, regardless of their encumbrance.

ITEM PROPERTIES

If an item is R-clicked, the view changes to the Item Property page. This page contains the item's icon and description. Characters with high Lore scores will automatically be able to identify certain magical items. If the item is currently unidentified, there will be a button allowing you to try to magically identify it. Potions may be consumed from this page (though a potion's effects will not occur until you return to the main game screen). If the item is a scroll, Mages and Bards may attempt to "Write Magic" and add the spell to their spellbook. Certain magical items may have special "Abilities" that can be accessed from this page, including the ability to configure the item's magical powers.

CHARACTER APPEARANCE

Clicking on the colored boxes allows you to pick from a palette of colors for your character's clothing.

ITEM CONTAINERS

Gem bags, scroll cases, potion cases, ammo belts, and bags of holding can be bought in stores or found while adventuring. These items store multiple gems, scrolls, potions, stacks of ammunition, and items respectively, thus freeing up inventory space. To use these item containers, R-click on them and then press the Open Container button to move to the next screen. From this screen, you can move items from the right-hand

column (your character's inventory) to the left (the container). You can also drag an item to the appropriate container from the main Inventory screen.

CHARACTER RECORD AND ASSOCIATED SCREENS

The Character Record screen shows the vital statistics and abilities of the currently selected character.

DUAL-CLASS

This button is only available for human characters with the required classes and ability scores; after 2nd level, you may use this to convert such a character to dual-classed. A dual-class interface screen will come up from which you can choose the selected character's new class. Characters not allowed dual-class status include Bards, Paladins, Sorcerers, Monks, and Barbarians. The character must have at least a 15 in their first class's prime requisite(s) and at least a 17 in their second class's prime requisite(s). For instance, a Thief wishing to become a Mage must have at least a 15 in Dexterity and a 17 in Intelligence.

The dual-class page is very similar to the character generation page; in fact, making a character dual-classed can be seen as essentially starting a character over. A new dual-classed character starts with only the 1st-level abilities and restrictions of their new class, though they retain the Hit Point total from their prior class. After a character becomes dual-classed, they can only use the abilities of the new class until they surpasses the level of their original class, at which point they can freely use the abilities of either class. No further advancement is allowed in the first class; all additional development is in the new class.

Note: You are only allowed to have one kit in Icewind Dale. When you first create your character, you choose their kit. When you dual-class your character, you do NOT get to choose a new kit.

LEVEL UP

This button is dimmed until the player gains enough experience points to advance a level (indicated on the character portrait by a "+" symbol). When the player clicks the Level Up button, the Level Up screen will appear. For a Thief or Monk, the player must distribute new thieving points. Sorcerers must select additional spells. A new proficiency slot requires a player to choose a weapon class or style to improve. Changes such as modifiers to THAC0, Saving Throws, and so on are also displayed here. (See Chapter 5: Combat for more details.)

INFORMATION

This page allows you to compare how various characters in your party are doing. Statistics such as number of kills and favorite weapon are displayed.

REFORM PARTY

This page allows you to remove characters from your party.

CUSTOMIZE

This page allows you to change a character's appearance, voice, clothing colors, or scripts (the computer code that controls behaviors and reactions to environment). Each script also includes a description of the script's effects.

EXPORT

This allows you to save a "snapshot" of the character's file to your computer for use in a multiplayer or new game. The character's current status will be saved, including Hit Points, experience points, level, class, inventory, and so on.

WIZARD AND PRIEST SPELL SCREENS

The character's known spells are shown in the top section. If you R-click on a spell icon, a display page comes up with a spell description. To memorize a spell, L-click on it. The

spell will appear in the field at the bottom of the screen in the Memorized area, but will remain shaded (and unusable) until the character has had a chance to rest. Every time the caster sleeps, they will memorize the spells in this area. If the memorized spell area is full and you want to memorize a different spell, L-click on one of the currently memorized spells and it will vanish.

Note: For Sorcerers, only known spells are shown. Sorcerers use a point-based magic system and do not need to memorize spells.

Options

This screen allows you to save, load, or quit your game as well as configure gameplay, sound, or graphics options.

SAVE, LOAD, AND QUIT

These allow you to save games to your hard disk, discard your current game and load a previously saved game, or quit to the main menu.

GRAPHICS

This menu allows you to toggle full-screen mode, UI scaling, and the mouse hardware cursor.

SOUND

This menu allows you to independently adjust the volumes of various game sounds. Selecting Character Sounds lets you to toggle some specific sound effects on or off and set the frequency with which your characters verbally respond to your orders.

GAMEPLAY

3E SNEAK ATTACK

This option replaces backstabs with sneak attacks and crippling strikes.

ASSIGN KEYS

Selecting this button allows you to change the hotkeys used during gameplay. The default hotkeys are listed at the end of this guide. (You can assign additional hotkeys for specific spells; the default hotkeys do not assign these actions automatically.)

AUTO-PAUSE

This screen allows you to set various conditions under which the game will pause automatically. These options can give the game a more turn-based feel.

DIFFICULTY

This lets you adjust monster damage and experience rewards to make the game more or less difficult. On Easy and below, all Hit Point rolls are maximum, characters cannot permanently die, and all spells are learned automatically.

STORY MODE

The easiest difficulty is for players who prefer to breeze past the fights and just experience the story. In this mode, party members are invulnerable and will only fail to hit their targets on a critical miss.

DITHER ALWAYS

Enable this option if a character should always appear translucent when it is obscured by an object. If this setting is disabled, the character is only translucent when the mouse cursor is over it or its portrait. Otherwise, the character is not displayed at all.

FEEDBACK

This screen allows you to modify the frequency with which you see markers and locators, as well as turn on and off various messages that come up during the game.

GORE

This toggles the blood and "excessive" damage and death animations in the game on and off.

GROUP INFRAVISION

Enable this option if you want infravision to be shown when any of the selected characters have infravision. If this option is off, infravision will be shown only when characters with infravision are selected.

HEAL ON REST

Enable this option to cast healing spells during rest repeatedly until fully healed. Otherwise, currently memorized healing spells are cast once on resting.

Note: Selecting "Heal On Rest" may cause your party to rest for longer than the normal 8 hours, as healing spells are re-memorized and cast again as needed.

HEART OF FURY MODE

This mode greatly increases the power and XP value of all monsters. It is only recommended for higher-level parties (level 13+).

KEYBOARD SCROLL SPEED

This adjusts how quickly the screen scrolls across the game world when you use the arrow keys.

MAX HP ON LEVEL UP

If this option is selected, characters will gain maximum Hit Points on level up.

MOUSE SCROLL SPEED

This adjusts how quickly the screen scrolls across the game world when the mouse is at the edge of the screen.

SHOW CHARACTER HP

This option controls whether Hit Points are displayed on your characters' portraits.

TOOLTIP DELAY

This adjusts how quickly the tooltips appear. The left of the slider represents the briefest period of time. Note: You can always make the tooltip appear instantly by hitting the Tab key on your keyboard.

WEATHER

Enable this option to see weather effects like rain and snow.

MISCELLANEOUS GAMEPLAY INFORMATION

In addition to the above controls and screens, you may find the following information useful.

INTOXICATION

A character becomes intoxicated after drinking enough alcoholic beverages. The average character can consume about five alcoholic beverages before becoming intoxicated, but this amount may vary depending on the character's Constitution. Intoxicated characters gain a morale bonus, but a luck penalty. The greater the level of intoxication, the greater the bonus and penalty. The effects of intoxication diminish over time, so if the morale boost isn't worth it, sleep it off.

INFRAVISION

Some characters and monsters have infravision, allowing them to detect the heat of objects and creatures and thus see better in the dark. A character without innate infravision can gain the ability through spells or magical equipment. In the dark, creatures revealed with infravision glow with a dim red light. Apart from the graphical effect of creatures being limned in red, this ability has no gameplay effect.

EFFECTS OF WEARING ARMOR

Different buttons may be dimmed in the bottom panel depending on what characters are wearing. Even wearing armor, a multi-class or dual-class wizard can still memorize spells, but they cannot cast them until the armor is removed.

MULTIPLAYER

The multiplayer game is identical to the single-player game, at least in terms of the game's content. The primary differences between single and multiplayer games relate to who is playing in the game. In the single-player game, you create up to six characters, and they are fully under your control. In a multiplayer game, between one and six players adventure together, cooperatively controlling the party.

A few definitions are in order.

The leader is the player who controls who can join the game, what kinds of characters can be brought in, and what abilities the players in the game actually have (in terms of gameplay, see Permissions, below). The leader can control one or more characters and has the ability to assign characters to the other players.

The server is the computer that coordinates the game states of each player's client machine. This is always the leader's computer.

A player is one of the people who control one or more characters in the game.

A character is an alter ego, analogous to the characters of the single-player game, which is controlled by one player in a multiplayer session.

BEAMDOG.NET

When you select Multiplayer on the main game screen, you will be presented with a list of currently active games. To join one, simply choose from the list, enter the game's password if needed, and select Join. You will be prompted to enter a player name and then taken to the Character Arbitration screen.

If you wish to host a game of your own, select Create Game, enter a session name and a player name for yourself, give the session a password if desired, and choose either New Game (to start from the beginning) or Load Game (to continue from a previous multiplayer session).

CHANGING PROTOCOL

By clicking Advanced, you can change your protocol between Beamdog.net and TCP/IP. If you are hosting your game over a local area network (LAN) or are using a different hosting program, select TCP/IP to configure your session manually.

JOINING A GAME USING TCP/IP

A connection screen will come up. Enter the host address you wish to connect to. You will be connected to the session if it is available. On local area networks (LAN), TCP/IP has an auto-detect feature to automatically set up games.

CHARACTER ARBITRATION

The Character Arbitration screen is where players are assigned control of character slots and create characters they will roleplay in the game. From this screen, the leader also controls permissions and other game options. The player running the server is the initial leader of the party. As the session's host, he or she has the ability to assign character slots to players in the session by L-clicking on the player name slots. A panel will pop up with the names of all players currently in the session.

Control of a slot may be assigned to any player, who can then use the Character Arbitration screen to load a character into that slot. This is done by clicking on the Create Character button. Players may import an existing character or create an entirely new one, just as if starting a new single-player game.



CHARACTERS

The characters in multiplayer may be created from scratch or imported into the game using the Import button. The character is created using the same screens as in the single-player game, subject to the restrictions set by the leader of the session in the Player Permissions submenu.

Once a character is created, it can be modified by clicking on the player name, which brings up a window allowing the player to create, import, export, or delete it (the active character must be deleted before Create and Import options are available; the Export and Delete options are available only when there is a character in the slot).

When the player is satisfied with the character, he or she clicks on the large checkmark icon to the character slot's right to "lock" the character and prevent changes. If a player wishes to change a character, that character must be "unlocked" by clicking this icon again.

PLAYER PERMISSIONS

Although both the leader and the other players in the session can view permissions on the Permissions screen, only players who have been assigned leadership privileges are able to modify permissions. The leader can assign these permissions to any players that he or she chooses. The permissions represent what players are able to do in the game. The available permissions, in order from left to right on the screen, are the abilities to:

- Modify characters
- Spend party gold/purchase items
- Initiate an area transition (travel from one area to another)
- Initiate dialogue
- View other characters' records
- Pause the game
- Modify permissions or remove players from the game (leadership permission)

Options

On the Permissions page, the leader is able to set import options by clicking on the Options button. This brings up a window with three settings: Stats Only; Stats and XP (experience points and levels); or Stats, XP, and Items. By choosing one of these settings, the leader limits the types of characters that can be brought into the multiplayer session from the single-player game or other multiplayer sessions.

LISTEN TO JOIN REQUESTS

Also on the Permissions screen is an option, Listen to Join Requests, which allows the leader to accept requests to join the session or turn them off if there are enough players in the game. For example, the leader might only want to have one or two people in the game; having more people requesting to join could get annoying.

STARTING A MULTIPLAYER GAME

When all players have "locked" their characters, the Done button becomes active on the leader's computer. Clicking it launches the game.

CHANGING PERMISSIONS



Both the Character Arbitration and Player Permissions screens are available on the left side menu in the multiplayer game. In the actual game, these screens are treated the same as what is described above.

PLAYING A MULTIPLAYER GAME

CHATTING

Players can chat between themselves through the chat window. To enter a comment, L-click on the entry area. To address a comment to a specific person (and only that person), type that player's name followed by a colon (":"), then the comment; only that player will see your comment.

NON-PAUSING DIALOGUE AND STORES

Certain characters in Icewind Dale will not pause the game when spoken to. This means that when initiating dialogue with them, only you will be able to view their dialogue. Other players may continue playing. The characters that do not pause the game are usually townsfolk, shopkeepers, and other non-critical NPCs. The characters that pause the game are generally crucial to its plot.

Note that if you enable the option to pause the game and show dialogue for all players in Permissions, these dialogues will pause the game for all players.

GENERAL NOTES

When you are playing a multiplayer session, keep the following in mind.

ASYNCHRONOUS

Icewind Dale is an asynchronous game. Even when playing with somebody whose system is very close by, you might still see slightly different things happen on each screen. Remember that while things may occur somewhat differently, the result of the actions is always the same.

EXPLORABLE AREA

When playing a multiplayer game of Icewind Dale, characters can spread out only within a single aboveground area. While they can enter structures and underground areas individually, they cannot travel to other aboveground areas until all characters are ready

to do so. These moments are indicated by the message “You must gather your party before venturing forth.”

PARTY GOLD

As in the single-player game, all gold is shared between party members.

SHARED EXPERIENCE

As in the single-player game, all characters in the party share in the awarding of experience points.

THE LEADER IS IN CHARGE

If you haven’t realized it yet, the leader controls everything the other players can do in the game. This includes kicking them out and reassigning their characters to other players. Make sure the leader is playing the type of game you want to play. If you want a hacked game, join that kind of game or start it up; if you want a clean game according to AD&D rules—without interference from hacked or edited characters or players who don’t want to play as a team—seek out players who want the same.

USER MODS

If one player in a session is using a particular user-created mod, all players in the session must use the same mod configuration.

CHAPTER 4: AN INTRODUCTION TO AD&D® RULES

AN INTRODUCTION TO AD&D® RULES

There is as much to be said about the world as there is about the laws that govern the world.

My glory days are beyond me, but there was a time when I was ignorant of the ways of combat and weapons — if anyone is said to be truly knowledgeable about such things, then they have the sense of a village idiot. Within this section lie definitions of some of the mechanics of the world you find yourself in. If something perplexes you during your adventures, refer to the index or to one of the passages in this section, and it will shed light on your questions. The following information may seem daunting at first, but do not be disheartened. Persevere, and your blade shall guide you even when your mind is clouded.

—Hrothgar, Easthaven

ABOUT ADVANCED DUNGEONS & DRAGONS

Advanced Dungeons & Dragons is a roleplaying game system that allows players to explore worlds of fantasy and high adventure. One of the myriad AD&D settings is the Forgotten Realms, the world in which Icewind Dale takes place. It is a complex place, but it is said that in other worlds, artificial assistants called “computers” may be invoked at times to simplify things. Defining such a vast realm in even a series of tomes would be difficult. For the sake of brevity, we have summarized things in the span of a few pages. This is by no means easy, but below you will find some major features of the rules and how they may be interpreted by “computer” scribes detailed.

You don’t have to know the AD&D game rules to play Icewind Dale (the “computer” takes care of that for you), but it can be helpful. Accordingly, most AD&D rules have been summarized here or their revisions for Icewind Dale explained.

HOW ICEWIND DALE USES THE AD&D RULES

Icwind Dale uses the same weighting system for spells and weapons as the Advanced Dungeons & Dragons game. We have applied the same concept of the initiative round to individual monsters and characters rather than to the party. Instead of a group-based turn in which first one side then the other performs all actions, every character or creature acts in real-time mode on a personal initiative round.

Personal initiative rounds are six seconds long, representing a ten-to-one reduction in the 60-second round time in the AD&D rules. This time scale is consistent with the reduction in global game time.

Most importantly, you can pause (or unpause) the action by hitting the space bar (for PC and Mac versions of the game only) or by clicking the clock icon in the bottom-left corner of the screen. When paused, you can assign actions to any character, and then resume the game. This pause feature allows fans of turn-based combat to effectively play the game that way. It can also make some of the fiercer battles simpler, letting players consider their actions and tactics.

Note: In the Gameplay Options menu, you can instruct the game to pause automatically when certain events occur so you won't miss them.

CHARACTER ACTIONS

The basic actions characters can perform are simple. You can wander the landscape, speak with its denizens, and occasionally swing a sword or two. These actions are described below, along with a few effects that may modify these basic actions.

MOVEMENT

There is one constant movement rate in Icwind Dale. Your characters can move more quickly under the effects of a *Haste* spell or while wearing certain magical equipment. You can group select characters and move them into various formations. This is described in more detail in Chapter 3 of this guide.

DIALOGUE

Killing everything you meet eventually leads to problems. You'll never finish the game's quests if you kill everything—no one will be left to tell you what you need to do.

Sometimes the best thing to do is talk: casual conversation, hardball negotiation, jovial rumor-swapping, or intimidating threats can all yield different but interesting results. Not everything you meet, human or otherwise, is out to kill your characters. Help often appears in surprising forms. Thus, it often pays to take time to talk to people or creatures.

Note: When you initiate dialogue with NPCs, they will address the character you have selected to speak with them. However, when NPCs initiate dialogue with the party, they will always address the party leader. This is the character whose portrait is in the topmost position in the right sidebar. You can change the party leader at any time by clicking and dragging another character's portrait to the topmost position.

FIGHTING

There are times when you don't want to or can't run away. There are also times when talking is not a good idea. Sooner or later, you will have to fight. The trick is in knowing when to fight and when to talk or run.

EFFECTS OF FATIGUE

Your characters have to rest every so often, both to memorize spells and regain their strength. If your characters start complaining that they are tired, it is prudent to stop and make camp for the night. Go to all characters' priest or wizard spell pages, configure any spells you want to memorize, and click on the Rest icon. You will rest for eight hours, unless your sleep is interrupted, and awake refreshed. If party members are injured, they'll gain a few Hit Points each time they rest.

Note: Characters resting in rented rooms will heal more or less depending on the room's quality.

EFFECTS OF ENCUMBRANCE

Each character has a certain number of inventory slots free, along with a number of slots associated with a paper doll representation of the character. One item may be placed in each slot. In addition, how much weight a character may carry is based on the Strength of that particular character; see the tables at the end of this book.

EFFECTS OF INTOXICATION

Many establishments serve a variety of intoxicants. Drinking to excess will, of course, impair your characters' abilities to function in combat. Sufficient drink bolsters the morale, but the tradeoff in effectiveness hardly makes it worth it. The number of drinks a character can have before suffering penalties to their rolls is related to their Constitution, though recovery is uniform. Regardless of the amount, a good night's sleep will negate all effects.

EFFECTS OF POISON

Poison is an all-too-frequent hazard for adventurers. Bites, stings, deadly potions, drugged wines, and bad food await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Fortunately, there are many ways to treat a character for poison. Several spells negate the poison's effects. Note that *Cure* spells do not negate a poison's progress, though they can heal damage already inflicted.

REPUTATION

The party has a reputation score that influences how other characters treat them. Reputation ranges from 1 to 20 and is initially based on the alignment of the lead character. Merchants will sell goods at cheaper prices to parties with higher reputations.

ALIGNMENT

Alignment has less effect on gameplay than reputation. A character's starting alignment determines initial reputation, as displayed in the table below. Alignment is the backbone of who a character is and what they represent. Reputation is the practical application of those beliefs. If your reputation does not match your alignment, your character may suffer consequences.

Players of Paladins and Rangers must watch their reputation carefully. If at any time the party's reputation falls below 6, Paladins lose their class abilities; if the reputation falls below 4, Rangers lose theirs. In either case, if the reputation of the party falls below the acceptable level, that character becomes "fallen."

Note: Blackguards, a Paladin class kit, are not subject to this restriction and may have as high or low a reputation as they desire.

Alignment	Starting Reputation
Lawful Good	12
Neutral Good	11
Chaotic Good	11
Lawful Neutral	10
Neutral	10
Chaotic Neutral	10
Lawful Evil	9
Neutral Evil	9
Chaotic Evil	8

CHAPTER 5: COMBAT

COMBAT IN ICEWIND DALE

Icwind Dale follows the AD&D rule system closely but not exactly. The main difference lies in real-time adaptations to personal initiative rounds. The computer takes care of most underlying rules, allowing you to become more immersed in the story and world of the game.

MORE THAN JUST HACK AND SLASH

As important as fighting is to AD&D, it isn't the be-all and end-all of play; it's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring—every encounter would be the same. Because there is more to the game than fighting, we'll cover more than simple hack-and-slash combat here. In addition to the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, poison, heroic feats, and more. Remember that Icwind Dale follows a modified round-based system. Everyone (characters, NPCs, and monsters) acts on a personal initiative round. Any time you want, you can pause the game to assign commands, then restart the game by unpausing.

PERSONAL INITIATIVE ROUNDS

In Icwind Dale, to allow for real-time-based combat and movement, each character and monster is on an independent *personal initiative round*, which is six seconds long. Within the personal initiative round, all AD&D rules are used, including Speed Factors for weapons and casting time for spells. For higher-level characters who can attack more than once per round with a given weapon, the weapon's Speed Factor determines when exactly in the six-second round the attacks will occur.

SPEED FACTOR

Speed Factors are numbers between 1 and 10, indicating one-tenth and ten-tenths of a round respectively for a character that can attack once per round with a weapon.

CASTING TIME

Casting times for priests and wizards are exactly analogous to Speed Factors for weapons; the casting times are between 1 and 9, representing how quickly a wizard or priest can release a spell. The lower the number, the faster the casting.

INITIATIVE

Initiative is determined by a combination of ability, situation, and chance. In Icewind Dale, initiative is used as a random variation on how quickly characters can begin spells or attacks. It can adjust the casting time or Speed Factor of a spell or weapon respectively, though only slightly.

ARMOR CLASS

Armor Class (AC) is the protective rating of a type of armor. Armor provides protection by reducing the chance a character is attacked successfully (thus suffering damage). Armor does not absorb damage; it prevents it. Damaging a Fighter in full plate mail is no small task. Armor Class is measured on a scale from 10, the worst (no armor), to less than zero. The lower the number, the better (Armor Classes less than -10 occur only with very powerful magical armors). Shields, as well as certain magic items, can also improve a character's AC.

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example.

THAC0

THAC0 is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an AC 0 target successfully. THAC0 depends on a character's class and level (though equipment, spells, and certain racial bonuses can also have an effect). The THAC0 number can be used to calculate the number needed to hit any AC.

THE ATTACK ROLL

At the heart of the combat system is the attack roll, the die roll that determines whether an attack succeeds or fails. The number a player needs in order to make a successful attack roll is also called the “to hit” number. The computer determines it by taking a character’s THAC0 and adjusting according to target’s AC. Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists and other hand-to-hand attacks. In Icewind Dale, the “to-hit” roll is done behind the scenes for you—if your character is successful, they hit; if not, they swing and miss.

When an attack is made, the AC of the opponent being attacked is subtracted from the attacker’s THAC0. The resulting number is what the attacker must “roll” in order to hit their target. This “roll of the die” is done with a d20, or twenty-sided die, resulting in a number between 1 and 20. If the attacker rolls a number equal to or greater than the value necessary, then the attack is successful and damage is done. If the attack is unsuccessful, the attacker misses completely or is unable to penetrate the opponent’s armor.

For example, Orthos, a 3rd-level Fighter, has a THAC0 of 18. He is attacking a hobgoblin with an AC of 5. The AC of the hobgoblin is subtracted from the THAC0, giving a “to hit” number of 13. If Orthos rolls a 13 or higher on the twenty-sided die, he hits successfully and does damage.

CRITICAL HITS AND MISSES

If a character rolls a “natural” 20 to hit (that is, the attack roll before modifiers are applied is a 20) then a critical hit occurs and damage for that attack is doubled. A roll of “natural” 1 is considered a critical miss; it imposes a time penalty on the character to recover. Regardless of AC, a “natural” 20 always hits and a “natural” 1 always misses. Characters can avoid critical hits by wearing headgear.

Take heed: A helmet will protect the members of your party from critical hits.

—Hrothgar

IMPROVING THE ODDS IN COMBAT

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or the attack roll.

STRENGTH MODIFIERS

A character's Strength can modify the die roll, altering both the chance to hit and damage caused. This modifier is always applied to melee attacks. Certain missile weapons (throwing axes, throwing daggers, and slings) receive a Strength modifier to damage, but not attack rolls.

MAGICAL ITEMS

A weapon's magical properties can also modify combat. Items that impart an attack roll or Armor Class bonus are identified by a plus sign. For example, a *sword +1* improves the character's chance to hit by one and inflicts one additional point of damage if the attack is successful. A suit of *chain mail +1* improves the Armor Class of the character one beyond normal, "non-magical" chain mail (which means you subtract one from the character's AC, changing an AC of 5 to 4, for example). Cursed items have a negative modifier (penalty), resulting in a subtraction from the attack roll or addition to Armor Class. There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied.

Note: You may not equip multiple magic items that provide a similar bonus, such as two rings of protection or a ring of protection and leather armor +1.

DEXTERITY MODIFIERS FOR MISSILE WEAPONS

Dexterity affects the character's ability to attack with missile weapons. Like Strength, higher Dexterity increases the chance to hit and lower Dexterity lessens it. Dexterity affects only the chance to hit. It does not affect the damage inflicted by a missile weapon.

MISSILE WEAPONS IN COMBAT: RATE OF FIRE

Bows, crossbows, and many other missile weapons have different *rates of fire* (ROF) — the number of missiles they can shoot in a single round. Arrows can be shot and daggers thrown at up to two shots per round. Some weapons (such as crossbows and slings) take longer to load, while others (like throwing axes), are too large to throw quickly and can thus be fired only once per round. Darts can be hurled at a rate of three per round. Whatever the ROF, multiple missile shots are handled the same as other multiple attacks for the purposes of determining initiative.

BONUSES AGAINST THE IMPROPERLY EQUIPPED

A character wielding a melee weapon receives a +4 bonus to hit and damage when attacking unarmed opponents. Monks are considered armed with their fists.

Meanwhile, a character wielding a missile weapon will find it very difficult to engage opponents within melee range. They must overcome a -8 penalty to strike their attackers, who themselves receive a +4 bonus to hit and damage against the poorly equipped combatant.

CASTING SPELLS

Wizards and priests use the same rules for casting spells. To cast a spell, the character must first have the spell memorized (Sorcerers are the exception to this rule; they may cast any spell they know without memorization). In most cases, the caster must be able to speak (not under the effects of a *Silence* spell or gagged) and have both arms free (not paralyzed, for example). If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a *Fireball* 150 feet ahead into darkness; the caster must be able to see the point of the explosion and the intervening distance. Once the casting has begun, the character must stand still.

Note: If you choose not to have a spellcaster cast a spell after you select the spell but before you have chosen a target, right-click to cancel the spell and it will not be lost from memory.

For touchscreen players, you can cancel the spell by tapping a different action icon or an invalid target such as a non-button in the user interface.

SPELL DISRUPTION

If the spellcaster is struck by a weapon or fails to make a Saving Throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and wiped clean from the caster's memory until it can be re-memorized. Spellcasters are advised not to stand at the front of any battle, at least if they want to use their magic!

A group of fighters standing down a mage or priest may often wish to equip themselves with daggers or other swift weapons — these weapons may not do as much damage as a heavy mace, but their speed will disrupt the spellcaster's incantations, preventing them from unleashing his arsenal.

—Hrothgar

SAVING THROWS

Saving Throws are measures of a character's resistance to special types of attacks — poisons, magic, and attacks that affect the character's whole body or mind. Saving Throw values behave much the same way as THAC0; when a character makes a Saving Throw, they must roll higher than their Saving Throw value (some spells or effects may impose a penalty or bestow a bonus to this roll). Characters' Saving Throw values improve as they gain levels and may be affected by magical items and specific spells.

If a Saving Throw is successful, it may reduce damage or prevent the effects of a spell or attack entirely. Some spells greatly improve Saving Throws against different types of attacks. The following Saving Throws are listed in order of priority, from highest to lowest; a spell that causes paralysis, for example, will use the Save vs. Paralysis, while a wand that causes petrification will use the Save vs. Wand. (Different Saving Throws are described in greater detail at the end of this book.)

Save vs. Paralysis/Poison/Death: This is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their descriptions).

Save vs. Rod/Staff/Wand: As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

Save vs. Petrification/Polymorph: This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand).

Save vs. Breath Weapon: A character uses this save when facing monsters with breath weapons, especially dragons.

Save vs. Spell: This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item.

MORALE

Each creature has a base morale level that affects whether it fights or runs during a battle. The only character unaffected by morale is the one you create—other characters joining your party have morale dialogue and scripts. Every creature is scripted to react differently when morale breaks. They often break at different morale levels or choose different types of attack depending on the current morale. For example, some creatures may choose melee combat if morale is high but ranged attacks if it is low. Each creature has a recovery time dictating how long it takes for its morale to return to its base level. If characters in your party fail a morale check, their selection circle turns yellow.

Morale is positively influenced by having a leader (the topmost character in the portraits) with high Charisma, by the environment in which the character is located (for example, kobolds and drow like being underground more than outside spaces), by some spells (for example, *Remove Fear*), and by the type of enemies that are visible (easy enemies will raise morale). Morale is negatively influenced by factors such as being attacked by powerful magic, seeing someone in the party killed or knocked unconscious, losing a substantial quantity of Hit Points, or spotting a difficult foe.

COMBAT EFFECTS AND RECOVERY

Damage, wounds, and death can happen to characters when opponents attack them successfully. Damage can also occur as a result of poison, fire, acid, or by trying anything even remotely dangerous in the real world. Damage from most attacks is measured in Hit Points (HP). Each character has a current Hit Point total and maximum Hit Point total. Each time a character is hit, they suffer points of damage. These are subtracted from the character's current Hit Point total. When the total reaches 0, the character is dead. Characters whose bodies are destroyed by the effect that killed them (such as a *Disintegrate* spell or taking massive damage from a single melee attack) remain forever dead, beyond hope of resurrection, and their portraits are removed from the sidebar rather than simply grayed out.

HEALING AND Hit Points

Once characters are wounded, the player may want to get them healed. This can occur through natural or magical means. Natural healing is slow, but it's available to all characters regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of priests or magical devices. The only limit to the amount of damage a character can recover through healing is their maximum Hit Point number.

Note: Some special abilities and certain necromantic spells can improve maximum Hit Points, but only for limited periods of time.

NATURAL HEALING

Characters heal naturally at a rate of one Hit Point per period (eight hours) of rest. If a character rests in a room, the better the room is, the more Hit Points they'll recover — but of course this costs more. Camping in the wild allows for memorization of spells but restores fewer Hit Points. Resting is only possible when there are no enemies within visible range of your party; if there are, you must move away or befriend them (through charm spells, dialogue, or other means) before you can rest. Some creatures may attack your party while resting. If this happens, you will not heal or memorize spells.

Characters with exceptional Constitution (20 or greater) also regenerate Hit Points at a constant rate. See the table on page 355 for details.

MAGICAL HEALING

Healing spells, potions, and magical devices can speed the healing process considerably. The specifics of such magical healing methods are described in the spell descriptions in the second half of this tome. Using these methods, wounds close instantly and vigor is restored immediately.

Magical healing is particularly useful during combat or in preparation for a dangerous encounter. Remember, however, that opponents are just as likely to have access to magical healing; an evil high priest will likely have healing spells to bestow on their followers and guards. Healing occurs to the maximum Hit Point total for a given character, never beyond this value.

Note: In Gameplay Options, you can arrange to cast healing spells during rest periods. This option will cast any as-yet-uncast healing spells at the time of resting, allowing party members to heal more quickly. You can also "heal on rest." This causes your party to keep resting until all Hit Points are restored.

RAISING THE DEAD

Curative and healing spells have no effect on dead characters. They can be returned to life only with a *Raise Dead* or *Resurrection* spell or a device that accomplishes one of these effects. A newly raised character (with the *Raise Dead* spell) is quite weak (with only 1 Hit Point) and requires additional healing to be effective in combat. If your characters cannot cast the appropriate spells, you may enlist the help of a nearby temple for a fee.

PARALYSIS

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but cannot speak or move in any manner.

PHASED

When characters are phased, they become temporarily disassociated in space. Although they can still move and attack as normal, they will take magic damage over time until the phasing passes, at which point they will resume their normal physical forms.

POISON

A character or creature attacked with a poisoned weapon or by a venomous creature must make a Saving Throw vs. Poison. Depending on the poison type, this Saving Throw either negates or lessens the poison's effects. Poisons are usually deadly within minutes, so finding quick treatment is recommended.

CHAPTER 6: EXPERIENCE AND GAINING LEVELS

EXPERIENCE AND GAINING LEVELS

Every time characters go on an adventure, they learn something. They may learn more about their physical limits, encounter a creature they've never seen before, try a spell as yet unused, or discover a new peculiarity of nature. Characters also improve by increasing in power. As levels are gained, characters acquire additional Hit Points, more spells if they cast spells, and a better chance to hit with an attack.

Characters make these gains by earning *experience points* (XP). An experience point is a concrete measure of character's improvement. It represents a host of abstract factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into a measurable improvement in the character's abilities. What areas improve and how quickly improvement occurs depends on the character's class.

GROUP EXPERIENCE AWARDS

Experience points are earned through the activities of the player's party and generally relate to their adventuring goals. All characters on an adventure receive some experience points for overcoming enemies or obstacles. The experience gained for slaying monsters and finishing most quests is shared equally between living party members.

EXPERIENCE POINTS FOR MULTI- AND DUAL-CLASS CHARACTERS

MULTI-CLASS CHARACTERS

Multi-class characters (non-humans only) choose more than one class upon creation. They gain levels in two or three classes for their entire career and can use their classes' abilities at any time. Experience points are evenly divided among all classes, and they gain levels according to the experience point tables for each class. (These tables appear at the end of this guide.)

DUAL-CLASS CHARACTERS

Dual-class characters (humans only) choose to focus on a second career at some point. When this occurs, they stop gaining levels in their original class and start gaining levels in a new class. They cannot, however, use any of their old class abilities until they are at least one level higher in their new class than their old one. After this point, they can choose freely between the abilities of either class.

Available abilities for multi- and dual-class characters are shown on buttons at the bottom of the screen when that character is selected. There is one proviso for both multi- and dual-class characters, however: If they wear armor (except robes) or use weapons not allowed by one of their classes, their abilities for that class are disabled (dimmed) until they stop wearing that armor or using that weapon.

A NOTE ON THE EXPERIENCE CAP

In the standard campaign for *Icewind Dale: Enhanced Edition*, no character may attain more than 8,000,000 experience points. When deciding the level at which to dual-class your character, be sure to keep in mind the experience cap. It will limit how your character advances before the end of the game.

CHAPTER 7: CHARACTER ATTRIBUTES

CHARACTER ATTRIBUTES

Every person in the Realms has defining traits setting them apart from all others. The most pronounced differences are in the areas of race, class, and abilities.

ABILITY SCORES

Ability scores are the six natural traits that represent a character's basic definition. The tables at the end of this book detail specific bonuses and penalties for each ability.

STRENGTH

Strength measures a character's muscle, endurance, and stamina. It is the prime requisite of warriors.

DEXTERITY

Dexterity measures a character's hand-eye coordination, agility, reflexes, and balance. It is the prime requisite of rogues.

CONSTITUTION

Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease.

INTELLIGENCE

Intelligence measures a character's memory, reasoning, and learning ability. It is the prime requisite of Mages.

WISDOM

Wisdom measures a character's enlightenment, judgment, and common sense. It is the prime requisite of priests.

CHARISMA

Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. This ability is important to the Druid, Bard, and Paladin, but all characters can benefit from a high Charisma score.

RACES

Race defines the character's species: human, elf, dwarf, gnome, half-elf, half-orc, or halfling. Race puts some limitations on the character's class.

HUMAN

Humans are the predominant race in Faerûn, ruling most of the significant empires and kingdoms. They are the most social and tolerant of races, excepting perhaps the halflings. Humans may advance as any class; they are also the only race that can dual-class. Humans, however, cannot multi-class.

- +15% Pick Pockets, +10% Open Locks, +5% Find Traps, +5% Move Silently, +10% Hide in Shadows.
- May dual-class.
- May not multi-class.

DWARF

Dwarves are short and stocky, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn; they work hard and care little for most humor. They enjoy beer, ale, mead, but most of all, they love gold. There are four dwarf races: shield dwarves, gold dwarves, wild dwarves, and duergar.

- +2 bonus to Saving Throws vs. Paralysis/Poison/Death, Rod/Staff/Wand, and Spell.
- Additional Saving Throw bonuses based on Constitution.
- Infravision.
- +15% Pick Pockets, +20% Open Locks, +20% Find Traps, +5% Move Silently, +10% Hide in Shadows, +5% Detect Illusion, +10% Set Traps.

- +1 Constitution, -1 Dexterity, -2 Charisma.

ELF

Elves tend to be shorter and slimmer than humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. They concern themselves with natural beauty, dancing, frolicking, and other similar pursuits. Their humor is clever, as are their songs and poetry. There are six elf races in the Realms: gold elves, moon elves, wild elves, sea elves, dark elves (drow), and winged elves (avariel).

- 90% resistance against charm and sleep magics.
- Unaffected by Raise Dead.
- Infravision.
- +1 THAC0 bonus with bows, short swords, and long swords.
- +20% Pick Pocket, +5% Open Locks, +5% Find Traps, +15% Move Silently, +15% Hide in Shadows.
- +1 Dexterity, -1 Constitution.

GNOME

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair, and rather large noses. They have a lively and sly sense of humor, and a penchant for practical jokes. Their love for nature is matched only by their love of gems and jewelry. Gnomes have two racial subdivisions: rock gnomes and deep gnomes (svirfneblin).

- +2 bonus to Saving Throws vs. Rod/Staff/Wand and Spell, with additional bonuses based on Constitution.
- Infravision.
- +15% Pick Pockets, +15% Open Locks, +15% Find Traps, +10% Move Silently, +15% Hide in Shadows, +10% Detect Illusion, +5% Set Traps
- +1 Intelligence, -1 Wisdom.

HALF-ELF

Half-elves are a mix of human and elven blood. They are handsome folk with attractive features from each of their parent races. A half-elf has the curiosity, inventiveness, and ambition of their human ancestors and the refined senses, love of nature, and artistic taste of their elven ones. Half-elves have the following traits:

- 30% resistance against charm and sleep magics.
- Infravision.
- +25% Pick Pocket, +10% Open Locks, +5% Find Traps, +10% Move Silently, +10% Hide in Shadows.

HALF-ORC

Half-orcs are born from the union of human and orc parents. They are as tall as humans, but a little heavier due to their muscular builds. Their greenish pigmentation, sloping forehead, jutting jaw, prominent teeth, and coarse body hair make their lineage plain for all to see. Half-orcs are known for their great strength.

- Infravision.
- +1 Strength, +1 Constitution, -2 Intelligence.
- +15% Pick Pockets, +10% Open Locks, +5% Find Traps, +5% Move Silently, +10% Hide in Shadows.

HALFLING

Halflings are short, generally plump people resembling small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Overall, they prefer the comforts of home to dangerous adventuring. There are three halfling races: the hairfoot, tallfellow, and stout.

- +2 bonus to Saving Throws vs. Paralysis/Poison/Death, Rod/Staff/Wand, and Spell, with additional bonuses based on Constitution.
- +1 THAC0 bonus with slings.
- +20% Pick Pockets, +15% Open Locks, +10% Find Traps, +20% Move Silently, +20% Hide in Shadows.
- +1 Dexterity, -1 Strength, -1 Wisdom.

CLASSES

A character's class is similar to a profession or career. It is what your character worked and trained at while growing up. Classes are divided into four general occupations: warrior, wizard, priest, and rogue. Each group is composed of several similar character classes. Most include a number of character kits, which further specialize a character's abilities.

Multi-class characters are available to non-humans only. Human characters can become dual-class later in the game. Multi-class characters may not make use of class kits (except for gnomes that multi-class as Illusionists). Dual-class characters may not use kits for their second class.

WARRIORS

FIGHTER

The Fighter is a champion, soldier, and brawler. They live or die by their knowledge of weapons and tactics. Fighters can be found at the front of any battle, standing toe-to-toe with monsters and villains. A good Fighter needs to be strong and healthy to survive.

Class Features:

- May wear helmets.
- May wear any armor and use any weapon.
- May achieve Grand Mastery (five slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Hit Die: d10
- Prime Requisites For Dual-Classing: Strength

BERSERKER (FIGHTER KIT)

This is a warrior in tune with their animalistic side. During combat, they can achieve an ecstatic state of mind that enables them to fight longer, harder, and more savagely than any person has a right to. Berserkers tend to be barbarian-like in nature, but this is not always the case; sometimes it's a conscious choice a warrior in training makes.

Advantages:

- May use the Rage ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - RAGE: The enraged state lasts one turn. While enraged, a Berserker gains a bonus of +2 to their attack and damage rolls as well as to their Armor Class. They become immune to charm, confusion, fear, feblemind, hold, imprisonment, level drain, maze, stun, and sleep. The Berserker also gains 15 temporary Hit Points which are taken away at the end of their berserk spree, possibly knocking them unconscious.

Disadvantages:

- Becomes winded after berserking: -2 penalty to Armor Class, to-hit rolls, and damage rolls.
- May not Specialize in ranged weapons.

WIZARD SLAYER (FIGHTER Kit)

This warrior has been specially trained to excel in hunting and fighting spellcasters of all kinds.

Advantages:

- Each successful hit bestows a 10% cumulative chance of spell failure on the target.
- 1% Magic Resistance per level.

Disadvantages:

- May not use any magic items apart from weapons and armor.

KENSAI (FIGHTER Kit)

This class's name, which means "sword saint" in the common tongue, refers to a warrior specially trained to be one with their weapon. Kensais are deadly, fast, and trained to fight without the protection of armor. (Note: Despite its common name, a Kensai may use any melee weapon with which they are proficient.)

Advantages:

- +2 bonus to Armor Class.
- +1 to hit and damage rolls every 3 levels.
- +1 bonus to Speed Factor every 4 levels.
- May use the Kai ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - KAI: All successful attacks within the next 10 seconds deal maximum damage.

Disadvantages:

- May not wear any armor.
- May not use ranged weapons (both missile and thrown).
- May not wear gauntlets or bracers.

DWARVEN DEFENDER (FIGHTER Kit)

The Dwarven Defender is a formidable warrior reputed to be worth two soldiers of any other race. Trained extensively in the art of dwarven warfare, a handful of these stout fighters can render a defensive line all but unbreakable.

Advantages:

- May use Defensive Stance once per day. Gains one use at level 1, one use at level 4, and an additional use every 4 levels thereafter.
 - DEFENSIVE STANCE: For one turn, the Dwarven Defender gains +50% resistance to all forms of physical damage, a +2 bonus to Saving Throws, and a 50% movement rate penalty.
- Gains 5% resistance to crushing, slashing, piercing, and missile damage every five levels to a maximum of 20% at level 20.
- Hit Die: d12

Disadvantages:

- Race restricted to dwarf.
- May not exceed High Mastery (four slots) in axes and war hammers.
- May not exceed Specialization (two slots) in any other weapon.

RANGER

The Ranger is a warrior of the woods. They are skilled with weapons and knowledgeable in the ways of the forest. The Ranger often protects and guides lost travelers and honest peasant folk. A Ranger needs to be strong and wise to live a full life.

Class Features:

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style.
- Begins Specialized (two slots) in Two-Weapon Style and may place a third slot into it.
- May select a racial enemy, which grants a +4 bonus to hit and damage rolls against the selected enemy race.
- May use the Tracking ability at will (once per round).
 - **TRACKING:** The Ranger can attempt to look for tracks and gain information on what type of creatures, if any, have passed through the area. Potential information that can be gained from tracking includes the number of creatures, the direction they were traveling in, and how long ago the tracks were made.
- May use the Charm Animal ability once per day. Gains one use at level 1 and an additional use every 2 levels thereafter.
 - **CHARM ANIMAL:** The Ranger can attempt to charm a single animal, such as a bear, wolf, or beetle. If the animal fails a Save vs. Rod/Staff/Wand, it will move and fight under the Ranger's direction for 1 turn.
- May use the Hide In Shadows ability while wearing no armor, leather armor, or studded leather armor.
- May cast druidic spells starting at level 6.
- Alignment restricted to good.
- Hit Die: d10
- Prime Requisites For Dual-Classing: Strength, Dexterity, Wisdom

ARCHER (RANGER KIT)

The Archer is the epitome of skill with the bow, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the Archer has had to sacrifice some proficiency with melee weapons and armor.

Advantages:

- +1 to hit and +1 to damage with any missile weapon every 3 levels.
- May achieve Grandmastery (five slots) in longbows, shortbows, and crossbows.
- May use the Called Shot ability once per day every 4 levels.
 - CALLED SHOT: All successful ranged attacks within the next 10 seconds have the following cumulative effects beside normal damage, according to the Archer's level:
 - 4th level: -1 penalty to target's THAC0.
 - 8th level: -1 penalty to target's Saving Throws vs. Spell.
 - 12th level: -1 penalty to the target's Strength score.
 - 16th level: +2 bonus to damage roll.

Disadvantages:

- May not wear any metal armor.
- May not exceed Proficiency (one slot) with melee weapons.
- May not use Charm Animal ability.

STALKER (RANGER KIT)

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are spies, informants, and interrogators, and their mastery of stealth makes them deadly opponents.

Advantages:

- +20% to Move Silently and Hide In Shadows.
- May backstab, although for a lower damage multiplier than Thieves:
 - Level 1-8: x2
 - Level 9-16: x3
 - Level 17+: x4
- If 3E Sneak Attack is enabled, may sneak attack instead of backstab for increased damage:
 - Level 1-7: +1d6
 - Level 8-15: +2d6
 - Level 16-23: +3d6
 - Level 24-30: +4d6
- If 3E Sneak Attack is enabled, may deal crippling strikes upon successful sneak attacks. Crippling strikes last for 1 turn and have the following effects:

- Level 10-17: -1 to target's hit and damage rolls
- Level 18-25: -2 to target's hit and damage rolls
- Level 26-30: -3 to target's hit and damage rolls
- 12th level: May cast three arcane spells: *Haste*, *Protection From Normal Missiles*, and *Minor Spell Deflection*.

Disadvantages:

- May not wear armor heavier than studded leather.

BEAST MASTER (RANGER KIT)

This Ranger is not comfortable in civilized lands and maintains a natural affinity for animals, who are friends and comrades-in-arms. The Beast Master has a limited form of telepathic communication with them.

Advantages:

- +15% to Move Silently and Hide In Shadows.
- May use the Find Familiar ability to summon a pseudo-dragon (if lawful or neutral good) or fairy dragon (if chaotic good) companion.
- 8th level: May cast *Animal Summoning I*.
- 10th level: May cast *Animal Summoning II*.
- 12th level: May cast *Animal Summoning III*.

Disadvantages:

- May not use metal weapons (for example: swords, halberds, war hammers, or morning stars).
- May not wear armor heavier than studded leather.

PALADIN

A Paladin is a warrior bold and pure, the exemplar of everything good and true. A person of action and combat, the Paladin lives by the ideals of righteousness, justice, honesty, piety, and chivalry. They strive to be living examples of these virtues so that others may learn from them as well as gain by their actions.

Class Features:

- May wear helmets.
- May wear any armor and use any weapon.
- May not exceed Specialization (two slots) in any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- May use the Lay On Hands ability once per day to heal a target for 2 Hit Points per level of the Paladin. This ability has no effect on undead, constructs, or extraplanar creatures.
- May use the Cure Disease ability once per day.
- May cast *Detect Evil* at will, once per round.
- May cast a special version of Protection From Evil once per day. This ability only affects the Paladin and lasts for 24 turns.
- May use the Smite Evil ability once per day to deal 1d6 + 1d6 points of damage for every 3 levels of the Paladin to a single, evil-aligned opponent.
- May Turn Undead as a Cleric two levels lower, starting at level 3.
- May cast priest spells starting at level 6.
- Receives a +2 bonus to all Saving Throws.
- Paladins are completely immune to all forms of disease, magical or mundane.
- 3rd level: Gains the Divine Courage ability, becoming immune to fear.
- Alignment restricted to lawful good.
- Hit Die: d10

BLACKGUARD (PALADIN KIT)

The Blackguard epitomizes evil and is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort. It is well deserved.

Consorting with demons and devils and serving dark deities, the Blackguard is hated and feared by all. Some call these villains "anti-paladins" due to their completely evil nature.

Advantages:

- Immune to level drain and fear.
- May turn undead as a Paladin of the same level.
- May use the Absorb Health ability once per day.
 - ABSORB HEALTH: Deals 2 points of damage per level to an enemy, healing the Blackguard the same number of Hit Points.

This ability has no effect on undead, constructs, or extraplanar creatures.

- May use the Poison Weapon ability once per day every 5 levels (starts at 1st level with one use).
 - POISON WEAPON: Each successful hit within the next round injects poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, they suffer 1 additional point of damage per round for 4 rounds.
- 3rd level: May use the Aura of Despair ability once per day, with effects that improve based on level:
 - 3rd level: Enemies within 30 ft. receive a -1 penalty to hit and damage rolls and a -2 Armor Class penalty for 1 turn.
 - 6th level: Enemies within 30 ft. receive a -2 penalty to hit and damage rolls and a -2 Armor Class penalty for 1 turn.
 - 15th level: Enemies within 30 ft. receive a -4 penalty to hit and damage rolls and a -4 Armor Class penalty for 1 turn; causes fear in enemies of level 8 or lower.
 - 20th Level: Enemies within 30 ft. receive a -4 penalty to hit and damage rolls and a -4 penalty to Armor Class for 1 turn; causes fear in enemies of level 18 or below.

Disadvantages:

- Alignment restricted to evil.
- May not cast *Detect Evil*.
- May not cast *Protection From Evil*.
- May not use the Lay On Hands ability.
- May not use the Cure Disease ability.
- Does not gain immunity to disease.

CAVALIER (PALADIN KIT)

This class represents the most common image of the knight: the chivalrous warrior who epitomizes honor, courage, and loyalty. They specialize in battling "classical" evil monsters such as demons and dragons.

Advantages:

- +3 bonus to hit and damage rolls against demons, devils, dragons, and wyverns.
- May cast *Remove Fear* once per day per level.
- Immune to charm, fear, poison, and morale failure.
- 20% resistance to fire and acid.

Disadvantages:

- May not use ranged weapons (both missile and thrown).

INQUISITOR (PALADIN Kit)

The Inquisitor has dedicated their life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. Their god provides them with special abilities to that end.

Advantages:

- May cast *Dispel Magic* once per day. Gains one use at level 1 and an additional use every 4 levels thereafter. The spell is cast at Speed Factor 1 and acts at twice the Inquisitor's level.
- May cast *True Sight* once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
- Immune to hold and charm.

Disadvantages:

- May not turn undead.
- May not use the Lay On Hands ability.
- May not use the Cure Disease ability.
- May not cast priest spells.

UNDEAD HUNTER (PALADIN Kit)

This holy avenger has honed their abilities toward the destruction of the undead and other unnatural creatures. They are immune to many of their prey's more devastating abilities.

Advantages:

- +3 bonus to hit and damage rolls against undead.
- Immune to hold and level drain.

Disadvantages:

- May not use the Lay on Hands ability.
- May not use the Cure Disease ability.

BARBARIAN

Barbarians can be excellent warriors. While not as disciplined or specialized as a Fighter, Barbarians can willingly throw themselves into a berserker rage, becoming tougher, stronger opponents.

Class Features:

- May not wear armor heavier than splint mail.
- May not exceed Specialization (two slots) with any weapon class.
- May achieve Specialization (two slots) in any fighting style and allocate three slots in Two-Weapon Style.
- Moves 2 points faster than other characters.
- Immune to backstab.
- May use Rage ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - RAGE: The enraged status lasts 5 rounds and provides a +4 bonus to Strength and Constitution, a -2 penalty to Armor Class, a +2 bonus to Saving Throws vs. Spell, and immunity to all charm, hold, fear, maze, stun, sleep, confusion, and level drain effects.
- 11th level: Gains 10% resistance to crushing, slashing, piercing, and missile damage. An additional 5% is gained at levels 15 and 19.
- Hit Die: d12

PRIESTS

CLERIC

The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. Though they are both protector and healer, they are not purely defensive; when evil threatens, the Cleric is well-suited to seek out and destroy it. The opposite is true of evil Clerics, and there are many variations in between.

Class Features:

- May wear helmets.
- May wear any armor.
- May only use non-bladed, non-piercing weapons (war hammer, club, flail, mace, quarterstaff, sling).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May turn undead.
- May cast priest spells.
- Hit Die: d8
- Prime Requisites For Dual-Classing: Wisdom

PRIEST OF TALOS (CLERIC Kit)

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

Advantages:

- May cast *Lightning Bolt* once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
- May cast *Storm Shield* once per day. Gains one use at level 1 and an additional use every 10 levels thereafter.
 - **STORM SHIELD:** Lasting 1 round per caster level, this spell grants the caster immunity to lightning, fire, cold, and normal missiles.

Disadvantages:

- Alignment restricted to neutral evil, chaotic evil, and chaotic neutral.

PRIEST OF HELM (CLERIC KIT)

Followers of the neutral god of watchers and protectors are warriors in their own right and are often seen as defenders of the innocent.

Advantages:

- May cast *True Sight* once per day every 5 levels. Gains one use at level 1 and an additional use every 5 levels thereafter.
- May cast *Seeking Sword* once per day. Gains one use at level 1 and an additional use every 10 levels thereafter.
 - **SEEKING SWORD:** This spell creates a sword in the Cleric's hand that cannot be dropped or unequipped. The sword is enchanted as a +4 weapon and provides a +4 THACO bonus, but no damage bonus. It deals 2d4 damage to any target it hits. The weapon sets the Cleric's number of attacks per round to 3 and lasts for 1 round per level. While it is equipped, the wielder cannot cast further spells.

Disadvantages:

- Alignment restricted to lawful good, lawful neutral, lawful evil, and true neutral.

PRIEST OF LATHANDER (CLERIC KIT)

Lathander, the good god of renewal, creativity, and youth, is celebrated nearly everywhere. His followers are very popular throughout the Realms, and there are numerous wealthy temples devoted to him.

Advantages:

- May cast *Hold Undead* once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
- May cast *Boon of Lathander* once per day. Gains one use at level 1 and an additional use every 10 levels thereafter.
 - **BOON OF LATHANDER:** This spell lasts 1 round per caster level. It gives the caster a +1 bonus to attack and damage rolls, a +1 bonus to all Saving Throws, and 1 extra attack per round. It also protects the recipient from level drain.

Disadvantages:

- Alignment restricted to lawful good, neutral good, chaotic good, and true neutral.

PRIEST OF TYR (CLERIC KIT)

Tyr is the deity of law and justice and is primarily concerned with the punishment of wrongdoers and the general furthering of law and good in the world. The belief in justice through (benevolent) force, or at least armed vigilance, is the reason for Tyr's existence. Tyr holds great prominence in the pantheon due to his position as leader of the Triad, a trio of lawful good gods that are collectively devoted to the concepts of courage, justice, perseverance, relief of suffering, duty, obedience, honor, and to some extent, righteous martyrdom.

Advantages:

- May cast *Exaltation* once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
 - **EXALTATION:** This spell enables a priest to aid and protect any one being other than themselves. By touch, the caster removes the effects of fear, sleep, feeble-mindedness, unconsciousness, and intoxication, as well as berserk and confused states of mind. In addition, the recipient is protected against spells and other attacks that cause these effects for 1 turn.
- May cast *Divine Favor* once per day. Gains one use at level 1 and an additional use every 10 levels thereafter.
 - **DIVINE FAVOR:** This spell grants the caster a +1 bonus to hit and damage rolls every 3 levels of the caster. The spell lasts for 2 rounds.

Disadvantages:

- Alignment restricted to lawful good, neutral good, or lawful neutral.

PRIEST OF TEMPUS (CLERIC KIT)

Tempus, also known as the Lord of Battles or the Foehammer, is random in his favors, yet his chaotic nature favors all sides equally. Lord Tempus may be on an army's side one day and against them the next; such is the nature of war. Tempuran clergy can be found on both sides of a conflict, as none can ever truly know whom the war god will favor.

Advantages:

- May cast *Holy Power* once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
- May cast *Chaos of Battle* once per day. Gains one use at level 1 and an additional use every 10 levels thereafter.
 - CHAOS OF BATTLE: Chaos of Battle applies bonuses to all allies and penalties to all enemies within a 60-ft. radius of the caster. The spell lasts 1 turn and will randomly affect the targets' Armor Class, Hit Points, THAC0, saves, or luck. The magnitude of the effect starts at 1 (5 for Hit Points) at level 1 and will improve by 1 (5 for Hit Points) every 6 levels of the caster.

Disadvantages:

- Alignment restricted to chaotic alignments or true neutral.

DRUID

The Druid serves the cause of nature and neutrality; the wilderness is their community. They use special powers to protect it and preserve balance in the world.

Class Features:

- May only wear non-metallic armor.
- May only equip bucklers and non-metallic shields.
- May only use the following weapons: scimitar, dagger, club, spear, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May cast druidic spells.
- 5th level: May shapeshift into a winter wolf once per day.
- 7th level: May shapeshift into a boring beetle once per day.
- 9th level: Becomes immune to poison. May shapeshift into a polar bear once per day.
- 11th level: May shapeshift into a fire elemental once per day.
- 13th level: May shapeshift into an earth elemental once per day.
- 15th level: Gains the Timeless Body ability, becoming immune to fatigue. May shapeshift into a water elemental once per day.
- Alignment restricted to true neutral.

- Hit Die: d8
- Prime Requisites For Dual-Classing: Wisdom, Charisma

TOTEMIC DRUID (DRUID KIT)

This Druid closely identifies with a particular animal that they feel represents their spirit. They have a special connection to the animal kingdom which lets them call upon their spirits for aid.

Advantages:

- May use the Summon Spirit Animal ability once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
 - SUMMON SPIRIT ANIMAL: The Totemic Druid summons a special spirit animal (spirit bear, spirit wolf, spirit lion, or spirit snake) to aid him or her for 6 turns. The spirit animal has 1 HD at level 1, 3 HD at level 3, 5 HD at level 5, 7 HD at level 7, and 10 HD at level 10.

Disadvantages:

- Cannot shapeshift.

SHAPESHIFTER (DRUID KIT)

This Druid is called Shapeshifter not because of their access to a great variety of forms, but rather because of their complete dedication to a single alternate form. A Shapeshifter has willingly become infected with lycanthropy, but due to intense study and training, they can control this affliction. They can become werewolves, the most famous of the lycanthrope shape-changers.

Advantages:

- May shapeshift into werewolf form once per day. Gains one use at level 1 and an additional use every 2 levels thereafter.
- 13th level: May shapeshift into a greater werewolf once per day.

Disadvantages:

- May not wear any armor.
- No other shapeshifting abilities due to the effort required in maintaining balance in their primary forms.

AVENGER (DRUID KIT)

A member of a special druidic order, the Avenger is dedicated to fighting those who would defile nature. They have powers the average Druid does not—abilities earned through extensive rituals, a process that is very physically draining.

Advantages:

- Six arcane spells are added to their repertoire, all the way up to the 6th level. These are listed below:
 - 1st level: *Chromatic Orb*.
 - 2nd level: *Web*.
 - 3rd level: *Lightning Bolt*.
 - 4th level: *Improved Invisibility*.
 - 5th level: *Chaos*.
 - 6th level: *Chain Lightning*.
- 7th level: May shapeshift into a sword spider, baby wyvern, or lesser fire salamander once per day.
- 19th level: May shapeshift into a sword spider, baby wyvern, or lesser fire salamander twice per day.

Disadvantages:

- May not wear armor heavier than leather.
- Incurs a -2 penalty to Strength and Constitution.

MONK

Monks are warriors who pursue perfection through contemplation and action. Versatile fighters, they are especially skilled in combat without weapons or armor. Though Monks cannot cast spells, they can channel a subtle energy called ki, which allows them to perform amazing feats. Best known is their ability to stun an opponent with an unarmed blow.

Class Features:

- May not wear any armor.
- May only use weapons available to the Thief class (except two-handed).
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in Single-Weapon Style and may not put slots into any other style.

- Moves 2 points faster than other characters. Movement rate further improves by 1 every 5 levels.
- May make 1 unarmed attack per round. An additional 1/2 attack per round is gained every 3 levels. Damage dealt by unarmed attacks increases with level as follows:
 - Level 1-2: 1d6
 - Level 3-5: 1d8
 - Level 6-8: 1d10
 - Level 9-14: 1d12
 - Level 15+: 1d20
- At level 9, unarmed attacks are treated as a +1 magical weapon and gain a +1 bonus to hit and damage rolls. This enchantment improves to +2 at level 12, +3 at level 15, and +4 at level 25.
- Receives a +2 bonus to Saving Throws vs. Spell.
- Deflect Missiles: +1 bonus to AC vs. missile attacks every 3 levels.
- Starts with an Armor Class of 9 at 1st level and gains an additional +1 bonus every 2 levels.
- May use the Stunning Blow ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - **STUNNING BLOW:** All successful attacks within the next round force the victim to save vs. Spell or be stunned. This special ability automatically modifies normal attacks; no targeting needs to be done.
- 5th level: Becomes immune to all diseases and cannot be slowed or hasted.
- 7th level: May use the Lay On Hands ability on him- or herself to heal 2 Hit Points per level.
- 8th level: Gains a +1 bonus to Speed Factor.
- 9th level: Gains a +1 bonus to all Saving Throws and becomes immune to charm.
- 11th level: Becomes immune to poison.
- 12th level: Gains another +1 bonus to Speed Factor.
- 13th level: May use the Quivering Palm ability once per day.
 - **QUIVERING PALM:** The next successful attack forces the opponent to save vs. Spell or die. This special ability automatically modifies normal attacks; no targeting is required.
- 14th level: Gains 3% Magic Resistance per level (starting with 42% at 14th level).
- 20th level: Becomes immune to non-magical weapons.
- Alignment restricted to lawful.
- Hit Die: d8

DARK MOON MONK (MONK Kit)

The Order of the Dark Moon is a secretive monastic order that follows the teachings of the dark goddess Shar. Monks of the Dark Moon use physical prowess, dark magic, and many different forms of deception to mask their activities and strike with deadly precision.

Advantages:

- +10% to Detect Illusion.
- May invest points into the Detect Illusion skill.
- May use the Frozen Fist ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - FROZEN FIST: When this ability is activated, the Dark Moon Monk's fists are wreathed in a frosty shell. For 1 turn, the Dark Moon Monk's unarmed attacks deal an additional 2 cold damage on each successful hit.
- 1st level: May cast *Blindness* once per day.
- 3rd level: May cast *Blur* once per day.
- 7th level: May cast *Vampiric Touch* once per day.
- 11th level: May cast *Mirror Image* once per day.

Disadvantages:

- Alignment restricted to lawful evil.
- May not use the Lay On Hands ability.
- May not use the Stunning Blow ability.

SUN SOUL MONK (MONK Kit)

Sun Soul Monks were worshippers of Amaunator in the time of the Netheril, but today their worship is divided between Lathander, Selûne, and Sune. Sun Soul Monks adhere strictly to the law, using martial arts and magical abilities to drive out darkness and corruption wherever they find it.

Advantages:

- 2nd level: May use Sun Soulray once per day.
 - SUN SOULRAY: The Sun Soul Monk projects a blast of light from their open palm, dealing 1d8 damage every 2 levels to a maximum of 5d8. This ability does an additional 6 damage vs. undead.

- 5th level: May use Flaming Fists once per day.
 - **FLAMING FISTS:** The Sun Soul Monk channels their inner light, turning their fists into flaming weapons that deal an additional 2d6 fire damage per hit for the next round. The duration increases to 2 rounds at level 9, 3 rounds at level 12, 4 rounds at level 15, and 5 rounds at level 25. This special ability automatically modifies normal attacks; no weapon-switching needs to be done.
- 6th level: Gains an additional use of Sun Soulray.
- 8th level: May use Greater Sun once per day.
 - **GREATER SUN:** The Sun Soul Monk is wreathed in flames that act as a Fireshield (Red), granting them 50% Fire Resistance and protecting them from attacks made within a 5-ft. radius. An opponent that hits the Monk with any weapons or spells within this radius suffers 1d8+2 points of fire damage.
- 10th level: Gains an additional use of Sun Soulray.
- 13th level: May use Soul Sunbeam once per day.
 - **SUN SOULBEAM:** The Sun Soul Monk emits a dazzling burst of light that strikes all other creatures in a 30-ft. radius. The Sun Soulbeam does not automatically hit all targets, but makes a melee attack using the Monk's current THAC0 (+3 to hit vs. undead). Struck creatures suffer 9d6 points of damage (9d6+3 if undead), unless they save vs. Spell for half. In addition, all creatures except the Monk must save vs. Spell or be blinded for 2 hours.
- 15th level: Gains an additional use of Sun Soulray.

Disadvantages:

- Alignment restricted to lawful good.
- May not use Stunning Blow ability.
- May not use Quivering Palm ability.

ROGUES

BARD

The Bard is a rogue, but very different from the Thief. Their strength is a pleasant and charming personality. With that and their wits, the Bard makes their way through the world. A Bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. They learn a little bit about everything that crosses their path, dabbling in all trades but mastering none. While many Bards are scoundrels, their stories and songs are welcome almost everywhere.

Class Features:

- May not wear armor heavier than chain mail. (Spells cannot be cast while wearing armor.)
- May not equip shields larger than bucklers.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- Thieving abilities: Pick Pockets.
- Increased Lore score.
- May cast arcane spells starting at 2nd level.
- May use the Bard Song ability to play any song from their repertoire.
 - 1st level: Can play "The Ballad of Three Heroes."
 - All allies within 30 ft. gain +1 to hit, +1 to damage, and +1 to all their Saving Throws.
 - 3rd level: Can play "The Tale of Curran Strongheart."
 - All allies within 30 ft. gain immunity to fear effects for as long as the song lasts, and any fear effects currently on them are removed.
 - 5th level: Can play "Tymora's Melody."
 - All allies within 30 ft. gain +1 to luck, +3 to Saving Throws, +10 to lore, and a +10% bonus to all of their thieving skills.
 - 7th level: Can play "The Song of Kaudies."
 - All allies within 30 ft. have a 50% chance to shrug off the effects of spells such as Silence, Shout, Great Shout, Command, Greater Command, or any other sound-based attack.
 - 9th level: Can play "The Siren's Yearning."

- All enemies within 30 ft. must save vs. Spell or become enthralled, unable to take action until 1 round passes or they take damage.
- 11th level: Can play "War Chant of Sith."
 - All allies within 30 ft. gain a +2 bonus to Armor Class, +10% resistance to slashing, piercing, crushing, and missile damage, and the ability to regenerate 2 Hit Points per round.
- Alignment restricted to any neutral.
- Hit Die: d6

BLADE (BARO KIT)

The Blade is an expert fighter and adventurer whose bardic acting abilities make them appear more intimidating and fearsome. Their fighting style is flashy and entertaining, but also lethally dangerous.

Advantages:

- May place 3 slots in Two-Weapon Style.
- May use the Offensive Spin and Defensive Spin abilities once per day. Gains one use each at level 1 and an additional use each every 4 levels thereafter.
 - OFFENSIVE SPIN: During the next 4 rounds, the Blade's movement rate doubles and they gain a +2 bonus to hit and damage rolls as well as an extra attack per round. All attacks deal maximum damage for the duration. Offensive Spin may not be used in conjunction with the *Haste* or *Improved Haste* spells.
 - DEFENSIVE SPIN: During the next 4 rounds, the Blade is rooted to the spot and gains a +1 bonus to Armor Class per level, up to a maximum of +10.
- Can play "The Ballad of Three Heroes."

Disadvantages:

- Only has one half the normal Lore value.
- Only has one half the normal Pick Pockets skill.
- Cannot play "The Tale of Curran Strongheart," "Tymora's Melody," "The Song of Kaudies," "The Siren's Yearning," and "War Chant of Sith."

JESTER (BARÐ KÍÐ)

This Bard is well versed in the arts of ridicule and hilarity, and uses these abilities to distract and confuse enemies, cavorting madly during combat. Do not mistake them for true fools, however; they can be quite deadly.

Advantages:

- When the Jester plays their song, every opponent within 30 ft. must save once per round to avoid falling under its effects:
 - 1st level: Enemies must save vs. Spell with a +2 bonus or be confused.
 - 15th level: Enemies must save vs. Spell with a +2 bonus or be confused, and must save vs. Spell or be slowed.
 - 20th level: Enemies must save vs. Spell with a +2 bonus or be confused, must save vs. Spell at +2 or be knocked unconscious, and must save vs. Spell or be slowed.

Disadvantages:

- Cannot play "The Ballad of Three Heroes," "The Tale of Curran Strongheart," "Tymora's Melody," "The Song of Kaudies," "The Siren's Yearning," and "War Chant of Sith."

SKALD (BARÐ KÍÐ)

This nordic-style Bard is a warrior of great strength, skill, and virtue. Their songs are inspiring sagas of battle and valor, and Skalds devote their lives to those pursuits.

Advantages:

- +1 bonus to hit and damage rolls.
- The Skald's song has the following effects:
 - 1st level: Grants allies a +2 bonus to hit and damage rolls and a -2 bonus to AC.
 - 15th level: Grants allies a +4 bonus to hit and damage rolls, a +4 bonus to AC, and immunity to fear.
 - 20th level: Grants allies a +4 bonus to hit and damage rolls, a +4 bonus to AC, and immunity to fear, stun, and confusion.

Disadvantages:

- Only has one quarter the normal Pick Pockets skill.
- Cannot play "The Ballad of Three Heroes," "The Tale of Curran Strongheart," "Tymora's Melody," "The Song of Kaudies," "The Siren's Yearning," and "War Chant of Sith."

THIEF

To accomplish their goals, whether good or ill, the Thief is a skilled pilferer. Cunning, nimbleness, and stealth are their hallmarks. Whether they turn their talent against innocent passersby and wealthy merchants or oppressors and monsters is a choice for the Thief to make.

Class Features:

- May not wear armor heavier than studded leather.
- May not equip shields larger than bucklers.
- May only use the following weapons: long sword, short sword, katana, scimitar, dagger, club, quarterstaff, crossbow, shortbow, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May only become Proficient (one slot) in any fighting style.
- May distribute 25 points per level (40 at level 1) in thieving abilities: Open Locks, Pick Pockets, Find Traps, Move Silently, Hide In Shadows, Detect Illusion, Set Traps.
- May backstab for increased damage:
 - Level 1-4: x2
 - Level 5-8: x3
 - Level 9-12: x4
 - Level 13+: x5
- If 3E Sneak Attack is enabled, may sneak attack instead of backstab for increased damage:
 - Level 1-3: +1d6
 - Level 4-7: +2d6
 - Level 8-11: +3d6
 - Improves by +1d6 every 4 levels, up to +8d6 at level 30
- If 3E Sneak Attack is enabled, may deal crippling strikes upon successful sneak attacks. Crippling strikes last for 1 turn and have the following effects:
 - Level 5-8: -1 to target's hit and damage rolls
 - Level 9-12: -2 to target's hit and damage rolls

- Level 13-16: -3 to target's hit and damage rolls
 - Improves by -1 every 4 levels, up to -7 at level 30
- May use the Set Snare ability once per day. Gains one use at level 1 and an additional use every 5 levels thereafter.
 - SET SNARE: Sets a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the Thief's level and can only be triggered by enemies.
 - 1st level: Deals 2d8+5 missile damage.
 - 11th level: Deals 2d8+5 missile damage and additionally deals 2d6 poison damage per round for the next 3 rounds.
 - 16th level: Deals 3d8+5 missile damage and 4d8+2 fire damage.
 - 21st level: Deals 3d8+5 missile damage and 20 poison damage with no save; slays target if a Save vs. Death with a +4 bonus is failed.
- 7th level: Gains the Evasion ability.
 - EVASION: When a Thief is hit by a spell that can be evaded (Fireball, Lightning Bolt, etc.), the Thief is allowed a Save vs. Breath to complete avoid the effects. If the Saving Throw is failed, the spell works normally, including a save for half damage if the spell allows for it. A helpless Thief (e.g. held, stunned, or asleep) cannot use Evasion.
- Alignment restricted to any except lawful good.
- Hit Die: d6
- Prime Requisites For Dual-Classing: Dexterity

ASSASSIN (THIEF KIT)

The Assassin is trained in discreet and efficient murder. They rely on anonymity and surprise to perform their task.

Advantages:

- +1 bonus to hit and damage rolls.
- Backstab ability reaches x7 multiplier instead of capping at x5.
 - Level 17-20: x6
 - Level 21-30: x7
- If 3E Sneak Attack is enabled, may sneak attack instead of backstab for increased damage:
 - Level 1-2: +1d6

- Level 3-5: +2d6
 - Level 6-8: +3d6
 - Improves by +1d6 every 3 levels, up to +11d6 at level 30
- If 3E Sneak Attack is enabled, may deal crippling strikes upon successful sneak attacks. Crippling strikes last for 1 turn and have the following effects:
 - Level 3-5: -1 to target's hit and damage rolls
 - Level 6-8: -2 to target's hit and damage rolls
 - Level 9-11: -3 to target's hit and damage rolls
 - Improves by -1 every 3 levels, up to -10 at level 30
- May use the Poison Weapon ability. Gains one use at level 1 and an additional use every 4 levels thereafter.
 - POISON WEAPON: Each successful hit within the next 5 rounds injects poison into the target, dealing an extra 2 points of damage per second with no Saving Throw (for a total of 12 points of damage). Moreover, if the target fails a Saving Throw vs. Poison, they suffer 1 additional point of damage per round for 4 rounds.

Disadvantages:

- May only distribute 15 skill points per level among thieving skills.

BOUNTY HUNTER (THIEF Kit)

A hunter of men and women, Bounty Hunters are skilled in tracking quarry and bringing them back alive for lawful authorities or underworld masters. Specially trained for their task, they make fearsome opponents. Bounty Hunters have honed their trap-making abilities well beyond that of the average Thief.

Advantages:

- +15% bonus to Set Traps.
- May use the Set Special Snare ability once per day in addition to the normal Thief's Set Snare. Gains one use at level 1 and an additional use every 5 levels thereafter.
 - SET SPECIAL SNARE: Sets a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful as the Bounty Hunter's level advances and can only be triggered by enemies.

- 1st level: Deals 3d8+5 missile damage and slows the target for 5 rounds if a Save vs. Spell with a -4 penalty is failed.
- 11th level: Deals 4d8+5 missile damage and holds the target for 5 rounds if a Save vs. Spell with a -1 penalty is failed.
- 16th level: Erects an Otiluke's Resilient Sphere around the target for 7 rounds if a Save vs. Spell is failed.
- 21st level: Mazes the target.

Disadvantages:

- May only distribute 20 skill points per level among thieving skills.

SHADOWDANCER (THIEF Kit)

Shadowdancers harness magical power to increase their stealth abilities. Enigmatic and dangerous, these uniquely skilled Thieves can blend seamlessly into the shadows in ways a normal Thief cannot. They strike without warning, sometimes with supernatural speed.

Advantages:

- +10% bonus to Hide In Shadows and Move Silently.
- Hide In Plain Sight: A Shadowdancer may hide in shadows even while being observed.
- May use Shadowstep once per day. Gains one use at level 5 and an additional use every 5 levels thereafter.
 - SHADOWSTEP: Lets the Shadowdancer step into the Shadow Plane and move for 7 seconds while others are frozen in time. The Shadowdancer cannot attack or cast spells while in the Shadow Plane.
- Slippery Mind: +1 bonus to Saving Throws.

Disadvantages:

- Alignment restricted to any non-lawful.
- -1 to backstab multiplier compared to an unkitted Thief:
 - Level 1-4: x1 (no multiplier)
 - Level 5-8: x2
 - Level 9-12: x3
 - Level 13+: x4

- Sneak attacks (if 3E Sneak Attack is enabled) progress at a slower rate:
 - Level 1-5: +1d6
 - Level 6-11: +2d6
 - Level 12-17: +3d6
 - Improves by +1d6 every 5 levels, up to +6d6 at level 30
- Crippling strikes (if 3E Sneak Attack is enabled) progress at a slower rate:
 - Level 6-11: -1 to target's hit and damage rolls
 - Level 12-17: -2 to target's hit and damage rolls
 - Level 18-23: -3 to target's hit and damage rolls
 - Level 24-29: -4 to target's hit and damage rolls
 - Level 30: -5 to target's hit and damage rolls
- May only distribute 20 skill points per level (30 at level 1) among thieving skills.
- May not use the Set Snare ability.
- Prime Requisites For Dual-Classing: Strength, Dexterity, Charisma

SWASHBUCKLER (THIEF KIT)

This rogue is part acrobat, part fighter, and part wit: the epitome of charm and grace.

Advantages:

- +1 bonus to Armor Class at 1st level, with an additional +1 bonus every 5 levels.
- +1 bonus to hit and damage rolls every 5 levels.
- May Specialize (two slots) in any melee weapon available to Thieves.
- May place 3 slots into Two-Weapon Style.

Disadvantages:

- May not backstab.
- May not perform sneak attacks or crippling strikes.

WIZARD

MAGE

The Mage strives to master magical energies, shaping and casting them as spells. To do so, they study strange tongues and obscure facts, devoting much of their time to magical research. A Mage must rely on knowledge and wit to survive. They are rarely seen

adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are also different types of Mages. The generalist Mage studies all types of magic and learns a wide variety of spells. This broad range makes them well suited to the demands of adventuring.

Class Features:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May not place any slots in any fighting style.
- May cast arcane spells.
- Hit Die: d4
- Prime Requisites For Dual-Classing: Intelligence

SPECIALIST MAGES (MAGE KITs)

Mages that specialize in a specific school of magic are allowed to memorize an additional spell of each level per day (once they are able to use spells of the appropriate level). They are prohibited from learning spells in opposition schools and cannot be combined in a multi-class character (though gnomish characters can multi-class as Illusionists). Human specialist wizards can dual-class if they wish.

Abjurer: A Mage who specializes in protective magics.

Opposed School: Alteration, Illusion.

Conjurer: A Mage who specializes in creating creatures and objects for assistance.

Opposed School: Invocation.

Diviner: A wizard who specializes in detection and divining magics.

Opposed School: Conjuration/Summoning.

Enchanter: A Mage who specializes in manipulating the minds of sentient beings.

Opposed School: Invocation/Evocation.

Illusionist: A Mage who specializes in creating illusions to confuse and mislead.

Opposed School: Necromancy, Abjuration.

Invoker: A Mage who specializes in manipulating raw and elemental energies.
 Opposed School: Divination, Conjuration/Summoning.

Necromancer: A Mage who specializes in magic dealing with death.
 Opposed School: Illusion, Enchantment/Charm.

Transmuter: A Mage who specializes in magic that alters physical reality.
 Opposed School: Abjuration, Necromancy.

WILD MAGE (MAGE KIT)

Wild Mages are wizards who specialize in the study of wild magic, which is characterized by powerful and dangerous surges of unpredictable magic. They have access to spells protecting them from wild magic and bend it to their wills.

Every time a Wild Mage casts a spell, there is a 5% chance the spell explodes in a wild surge. A wild surge produces random magical effects. A percent chance is rolled to determine the effect; higher rolls are usually better than lower ones. A Wild Mage's casting level also varies slightly whenever they cast a spell—anywhere between five levels lower or higher than the Wild Mage's true level. A table at the end of this book describes the potential effects of a wild surge.

There are three spells available exclusively to the Wild Mage: *Nahal's Reckless Dweomer*, *Chaos Shield*, and *Improved Chaos Shield*. With the exception of *Nahal's Reckless Dweomer*, each spell is included in the Wild Mage's spellbook for free.

SORCERER

Sorcerers are practitioners of magic born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are spawn of the gods themselves, or even dragons walking in humanoid form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than Mages and acquire spells more slowly, but they can cast them more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic the way Mages do. Other than these differences, a Sorcerer is very similar to a Mage.

Class Features:

- May not wear any armor.
- May only use the following weapons: dagger, quarterstaff, dart, sling.
- May only become Proficient (one slot) in any weapon class.
- May not place any slots in any fighting style.
- May cast arcane spells.
- May not scribe spells into their spellbooks as Mages do. Instead, Sorcerers learn a small number of spells at each level, which they can cast daily without memorization.
- Hit Die: d4

DRAGON DISCIPLE (SORCERER Kit)

Dragon Disciples are powerful Sorcerers with dragon blood somewhere in their lineage. Their draconic heritage is evident in their magical talents, allowing them to cast powerful spells and exhibit dragon-like abilities.

Advantages:

- 1st level: +1 bonus to Armor Class.
- 3rd level: May use Breath Weapon once per day.
 - BREATH WEAPON: The Dragon Disciple breathes a gout of flame up to 30 ft. long, inflicting 3d8 points of fire damage on all creatures caught within the 140-degree cone.
- 4th level: Gains 25% innate Fire Resistance.
- 5th level: +1 bonus to Armor Class and Constitution.
- 6th level: Breath Weapon damage increases to 4d8.
- 8th level: Innate Fire Resistance rises to 50%.
- 9th level: Breath Weapon damage increases to 5d8.
- 10th level: +1 bonus to Armor Class.
- 12th level: Breath Weapon damage increases to 6d8. Innate Fire Resistance rises to 75%.
- 15th level: Breath Weapon damage increases to 7d8. +1 bonus to Armor Class and Constitution.
- 16th level: Innate Fire Resistance rises to 100%.
- 18th level: Breath Weapon damage increases to 8d8.
- 20th level: +1 bonus to Armor Class.
- Hit Dice: d6

Disadvantages:

- May cast one fewer spell per level per day.

MULTI-CLASS CHARACTERS (NON-HUMAN)

Non-human characters can multi-class, combining the strengths and weaknesses of two or three different classes in a single character. THAC0 and Saving Throws are calculated based on the best of each class, and the character gains each class's special abilities as well. Experience points are divided equally among classes, and Hit Points gained at level-up are distributed proportionally from each class (a Fighter/Mage, for instance, would receive half the normal number of Hit Points for each of their Fighter and Mage Hit Dice and receive any additional Hit Points from a high Constitution score only once).

FIGHTER/THIEF

These characters can use the abilities of a Thief and Fighter, though they cannot use thieving skills while wearing anything heavier than studded leather armor. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/CLERIC

These characters can use the abilities of a Fighter and Cleric, though weapons are restricted to those allowed by the Cleric's ethos. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/DRUID

These characters can use the abilities of a Fighter and Druid, though weapons are restricted to those allowed by the Druid's ethos. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE

These characters have the abilities of a Fighter and a Mage, though they cannot cast spells while wearing armor. They may Specialize in, but not Master, any weapon they can use. Gnomes choosing this multi-class become Fighter/Illusionists by default. They are the only race that can combine a specialist Mage class in a multi-class.

FIGHTER/MAGE/CLERIC

These characters have the abilities of a Fighter, Mage, and Cleric, though they are restricted to weapons allowed by the Cleric's ethos and cannot cast Mage spells while wearing armor. They may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE/THIEF

These multi-class characters can use the abilities of Fighter, Mage, and Thief, though they cannot use thieving skills while wearing any armor heavier than studded leather and cannot cast spells while wearing any armor at all. They may Specialize in, but not Master, any weapon they can use.

MAGE/THIEF

These characters can use the abilities of both Mage and Thief, though Mage spells cannot be cast while wearing armor. Gnomes can choose this multi-class, but become Illusionist/Thieves by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

CLERIC/MAGE

These characters can use the abilities of both Mage and Cleric, though weapons are restricted to those permitted by the Cleric's ethos and Mage spells cannot be cast while wearing armor. Gnomes can choose this multi-class, but become Cleric/Illusionists by default. Gnomes are the only race that can combine a specialist Mage class in a multi-class.

CLERIC/RANGER

These characters can use the abilities of both Cleric and Ranger, though weapons are restricted to those allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

CLERIC/THIEF

These characters have the abilities of a Thief and Cleric, though weapons are restricted to those allowed by a Cleric's ethos and thieving skills cannot be used while wearing any armor heavier than studded leather.

ALIGNMENTS

Alignment reflects a character's basic attitude toward society and the forces of the universe. There are nine different alignments:

LAWFUL GOOD

Characters of this alignment believe an orderly, strong society with a moral government can make life better for the majority of people. When people respect the law and try to help one another, society as a whole prospers. Lawful good characters strive to bring the greatest benefit to the most people while causing the least harm. Lawful good characters keep their word.

NEUTRAL GOOD

Neutral good characters believe a balance of forces is important but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value.

CHAOTIC GOOD

Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in the virtues of goodness and right, but have little use for laws and regulations. They dislike people who "try to push folk around and tell them what to do." Their actions are guided by a personal moral code that, while well-intentioned, may not be in line with the rest of society.

LAWFUL NEUTRAL

Order and organization are of paramount importance to characters of this alignment. They believe in strong, well-ordered government, whether it is a dictatorship or benevolent democracy. Laws must be created and obeyed. The benefits of organization and regimentation far outweigh any moral questions raised by their individual actions. An oath is binding regardless of consequences. Impartial magistrates and soldiers who never question orders are good examples of lawful neutral behavior.

(TRUE) NEUTRAL

True neutral characters believe in the ultimate balance of forces. They refuse to see actions as either good or evil and do their best to avoid siding with forces of good, evil, law, or chaos. It is their duty to keep all such forces in a state of equilibrium. True neutral characters sometimes find themselves drawn into rather peculiar alliances. They frequently side with the underdog, sometimes even changing sides as the previous loser's fortune changes. A true neutral Druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction.

CHAOTIC NEUTRAL

Chaotic neutral characters believe there is no order to anything, including their own actions. With this as a guiding principle, they follow whatever whim strikes them in the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die.

LAWFUL EVIL

These characters believe structure and organization elevate those who deserve to rule. They prefer a clearly defined hierarchy between master and servant. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment or pride of power. Because they honor any contract or oath they make, lawful evil characters are very careful about giving their

word. Once given, they will break it only if they can find a way to do so within the constraints of the law.

NEUTRAL EVIL

Neutral evil characters are primarily concerned with themselves and their own advancement. If there is a quick and easy way to make a profit, legal or otherwise, they take advantage of it. Although neutral evil characters do not have the everyone-for-themselves attitude of chaotic evil characters, they have few qualms about betraying friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes.

CHAOTIC EVIL

Chaotic evil characters are motivated by a desire for personal gain and pleasure. The strong have the right to take what they want; the weak exist to be exploited. Such personalities generally band together when they share mutual enemies they are unlikely or unable to overcome as individuals. These alliances can be held together only by a strong leader capable of bullying underlings into obedience. Since leadership is based on raw power, at the first sign of weakness, leaders will likely be replaced by anyone able to wrestle their position away.

WEAPON PROFICIENCIES

Weapon proficiency represents a character's knowledge and training with a specific weapon. When a character is created, he or she has a few initial slots which must be filled before they embark on their first adventure. A character can assign weapon proficiency slots only to those weapons allowed by their character class. As a character reaches higher experience levels, they also earn additional weapon proficiency points that can be assigned. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, handle a great number of weapons and gain weapon proficiencies quickly. Mages, who spend their time studying magic, have little time to practice with weapons and gain weapon proficiencies slowly.

A character that has a specific weapon proficiency is skilled with that weapon and familiar with its use. If you have assigned one proficiency point to a weapon, you can use that weapon to attack without penalty. If you equip a character with a weapon they are not proficient in, a penalty to hit and damage rolls will apply. This penalty varies depending on the character's class:

- Fighters, Rangers, Paladins, Monks, and Barbarians receive a -2 penalty.
- Clerics, Druids, Thieves, and Bards receive a -3 penalty.
- Mages and Sorcerers receive a -5 penalty.

FIGHTING STYLES

Characters can also specialize in fighting styles. There are four: Two-Handed Weapon Style, Two-Weapon Style, Single-Weapon Style, and Sword and Shield Style. Each fighting style has different advantages.

TWO-WEAPON STYLE

To fight with two weapons at the same time, place a second weapon into your shield slot. If your character does not have proficiency in Two-Weapon Style, they will incur significant penalties to hit with both weapons, as shown here:

Number of Proficiency Points	Main-Hand Penalty	Off-Hand Penalty
0	-4	-8
1	-2	-6
2	0	-4
3	0	-2

TWO-HANDED WEAPON STYLE

This weapon class allows the character to use a two-handed melee weapon and receive special bonuses:

- Proficient (1 slot): The wielder gets a +1 bonus to damage rolls, a +2 bonus to Speed Factor, and the ability to score critical hits on a roll of 19 or 20 (instead of just 20) when using a two-handed weapon.
- Specialized (2 slots): The wielder gets an additional +2 bonus to Speed Factor (for a total of +4).

SINGLE-WEAPON STYLE

This weapon class is for characters who do not wish to use a shield but want some bonus when using a one-handed melee weapon:

- Proficient (1 slot): The wielder gets a +1 bonus to Armor Class and inflicts critical damage on an attack roll of 19 or 20.
- Specialized (2 slots): The wielder gets a +2 bonus to Armor Class and inflicts critical damage on an attack roll of 19 or 20.

SWORD AND SHIELD STYLE

Almost anyone can pick up a shield and get its basic protection bonuses, but spending slots on this proficiency maximizes the benefits adventurers receive.

- Proficient (1 slot): The wielder gets a +2 bonus to Armor Class against missile weapons.
- Specialized (2 slots): The wielder gets a +4 bonus to Armor Class against missile weapons.

Note: Despite the name of this style, any one-handed melee weapon in combination with a shield receives the aforementioned bonuses.

WEAPON SPECIALIZATION

Fighters, Paladins, Barbarians, and Rangers (as well as certain other class kits) can hone their weapon skills to higher levels than other classes. This is accomplished by assigning more proficiency points to a single weapon class. The following table shows the effects of specialization:

Level of Proficiency	Points Spent	Bonus to Hit	Bonus Damage	Bonus to Speed Factor	Attacks Per Round**
Proficient	1	0	0	0	1
Specialized*	2	+1	+2	0	3/2
Master	3	+3	+3	0	3/2
High Master	4	+3	+4	+1	3/2
Grand Master	5	+3	+5	+3	5/2

*Note that only Fighters can hone their weapon skills beyond Specialized. Archers can only exceed Specialized with crossbows, longbows, and shortbows.

**Note that Fighters, Rangers, Paladins, and Barbarians also gain an extra half-attack per round at 7th and 13th level. These extra attacks are cumulative with the ones provided by weapon specialization and grand mastery, so a 9th level Fighter with Grand Mastery would attack 3 times per round.

SPECIAL ABILITIES

DETECTING SECRET DOORS

Each character has a secret door detection ability active at all times. Their chances are calculated using the following:

- Wizard: 5%
- Rogue: 15%
- Warrior: 10%
- Priest: 10%

In addition, depending on race, they also get a bonus:

- Elf: +20%
- Dwarf: +10%
- Halfling: +5%

A Thief with their Find Traps ability on has a 100% chance to detect secret doors.

DRUIDIC SHAPECHANGE

At higher levels, Druids can change shape into three different animals, each once per day. They can transform into a winter wolf, a boring beetle, or a polar bear. The animals may have more Hit Points, faster movement rates, or claw and bite attacks. These can come in quite handy in combat situations.

FIND TRAPS

Thieves selecting Find Traps will search for traps until otherwise directed. Traps have a random chance of being detected by the Thief at any time, so moving slowly makes finding one more likely. If a Thief chooses any other action, they are unable to find traps until this mode is activated again. Note that this skill does not benefit from having more than 100 points assigned to it.

HIT DICE

As characters gain levels, their Hit Points increase based on their Hit Dice. Each class has a different Hit Die, reflecting the ability to absorb damage in combat. For example, Fighters have a d10, which indicates they gain between 1 and 10 Hit Points per level. A Mage, on the other hand, being a poor combatant, gains only 1 to 4 Hit Points when going up a level. Barbarians are known for their sturdiness in battle and gain 1 to 12 Hit Points each time they level.

INFRAVISION

Infravision allows characters to see heat generated by bodies. If in the dark, all warm-blooded creatures appear as red shapes. Undead or cold-blooded creatures are not affected by this ability. Elves, half-elves, gnomes, dwarves, and half-orcs use this ability automatically at night or in dark conditions. Mages may cast it as a spell.

LAY ON HANDS

Paladins and Monks can heal themselves or others by laying hands upon them. Once per day, 2 Hit Points per experience level can be healed in this manner. This ability has no effect on undead, constructs, or extraplanar creatures.

LORE

Each character has a Lore rating, and every item has a Lore value. As characters gain levels, they are able to identify more items. This knowledge is reflected in an increase to the character's Lore skill, as shown below:

- Bard: +10 Lore per level
- Thief: +3 Lore per level
- Mage: +3 Lore per level
- All other classes: +1 Lore per level

Characters also receive bonuses and penalties to their Lore based on their Intelligence and Wisdom. The modifier is not cumulative; it is a one-time bonus at character creation. Each ability bonus is applied separately. See the tables at the end of this guide for more information about ability bonuses and modifiers.

Example: A character with 18 Wisdom (+10) and 15 Intelligence (+3) would have +13 to Lore.

SPECIAL NOTE: IDENTIFYING ITEMS

Whenever you select an item to view its description, the Lore skill of the character holding it is compared to the Lore value of the item under consideration. If the Lore skill is high enough, you will successfully identify the item and see what it does. If none of your party can identify an item, you can always cast the *Identify* spell or take the item to a store or temple and have it identified for you... for a price.

MAGIC RESISTANCE

Magic Resistance allows creatures to ignore the effects of spells and spell-like powers. If a creature fails to avoid a spell due to Magic Resistance, he, she, or it can still make a Saving Throw against that spell to avoid the effects.

PROTECTION FROM EVIL

Paladins have an innate ability to provide protection from forces of evil. They can activate this ability through the Special Abilities button. This ability only affects the Paladin and lasts for 24 turns.

RACIAL ENEMY

Rangers tend to focus their efforts against one particular type of creature. When the Ranger encounters that enemy, they gain a +4 bonus to attack rolls.

SNEAK ATTACKS AND CRIPPLING STRIKES

If “3E Sneak Attack” is enabled in the Gameplay Options menu, backstabs (see below) are replaced with sneak attacks and crippling strikes.

When sneak attacks are in effect, any time a Thief or Stalker attacks an opponent from a flank or rear position, they can do additional damage once (and only once) to that opponent. A sneak attack does not require the attacker to be hidden or moving silently in order to work (although these skills can help them get into position). Critical hits do not double sneak attack damage.

Successful sneak attacks also cripple opponents, reducing their to-hit and damage rolls. Creatures affected by these crippling strikes regain their normal to-hit and damage rolls one turn after being struck.

Sneak attacks and crippling strikes improve based on level and kit. See the kit descriptions for more details.

SPELLCASTING

See “Magic and the Spell System” in the next section.

STEALTH AND BACKSTAB

Thieves can choose to enter Stealth mode — effectively becoming invisible for a time — by selecting the Stealth button. Once invisible, their next attack is a backstab for x2, x3,

x4, or x5 damage, depending on the Thief's level. Note that in order to backstab a target, the Thief must be standing behind them.

Moving around risks detection, and once a Thief attacks, Stealth mode is ended until successfully activated again. The Thief must be out of all enemies' direct lines of sight before they can hide once more.

Rangers can also enter Stealth mode, but only the Stalker kit can backstab.

THIEVING (PICK POCKETS, OPEN LOCKS, REMOVE TRAPS)

Thieves have a number of thieving abilities, which can be used by selecting the Thieving button and clicking on a desired target. Of these, only Pick Pockets benefits from scores higher than 100.

TURNING UNDEAD

One important and potentially life-saving combat ability available to Clerics and Paladins is the ability to turn undead. Through the good or neutral Cleric or Paladin, a deity manifests a portion of its power, terrifying undead creatures or blasting them out of existence. Since the power is channeled through a mortal vessel, success is not assured. This ability is a mode selection for that character — nothing else can be attempted while they attempt to turn undead. Blackguards and evil Clerics can sometimes gain control of undead, who can then perform actions on the controller's behalf.

CHAPTER 8: MAGIC AND THE SPELL SYSTEM

MAGIC AND THE SPELL SYSTEM

Some of the most powerful weapons player characters have at their disposal in AD&D are magical spells. Through spells, a character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten. Not every character can cast spells, however. Arcane casters (Mages, Sorcerers, and Bards) and divine casters (Clerics, Druids, and high-level Rangers and Paladins) can cast wizard and priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of their source, all spells fall into the categories of wizard or priest.

WIZARD SPELLS

Wizard spells range from spells of simple utility to powerful magics. Although characters can use spells, the workings of magic are dimly understood at best. For the most part, it is enough to know that “when you do this, that happens.”

Casting a wizard spell is a complicated task. First, a wizard can only use spells from their spellbook. Beginning wizards start with only a few basic spells; over time, Sorcerers learn new spells and Mages obtain spell scrolls that add to their magical knowledge. (To add the spell found on a scroll to a spellbook, a Mage must scribe it into the book. This is done from the item’s Description screen, which on PC can be opened by right-clicking the item in question.) A Mage’s mind can comprehend only a certain number of spells. The number and maximum level of spells they can have in their book is limited by their Intelligence.

Ultimately, daily spell memorization is most important. Every day, the Mage must memorize spells from their spellbook. To draw on magical energy, the Mage visualizes specific patterns in their mind. They use a spellbook to run through mental exercises, preparing their mind to hold the final twisted design. This process is called *memorization*. Once a Mage memorizes a spell, it is retained as potential energy until its release is triggered by prescribed words, motions, and components. Upon casting, the spell’s energy is spent, wiped clean from the wizard’s mind — lost until the Mage studies and memorizes it again.

Note: Sorcerers do not need to memorize spells to cast them; a Sorcerer may freely cast any spell of any level for which they have spell slots left.

The number of spells a wizard can cast is determined by their level. A Mage can memorize the same spell more than once, but each memorization counts as one spell toward their daily memorization limit. Memorization does not happen immediately. The Mage must have a clear head gained from a restful night's sleep, and then spend time studying their spellbook. Spells remain memorized until cast or wiped from the character's mind at the spell memorization screen.

PRIEST SPELLS

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different. The priest's role, more often than not, is to be a defender and guide for others. Thus, the majority of their spells work to aid others or provide some service to the community. Few priest spells are truly offensive, but many can be used cleverly to protect and defend. The knowledge of what spells are available to the priest becomes instantly clear as soon as their level advances. This knowledge and the power of the spells themselves are bestowed by the priest's deity.

Priests memorize their spells in a fashion similar to wizards, but they do not require a spellbook. Instead, once they gain access to a level of spells granted by the powers they worship, they can memorize any priest spells in that level, up to their maximum number of priest spells per day. Priests must pray to obtain spells; this is done when the party rests, much as a wizard memorizes spells when the party rests.

SCHOOLS OF MAGIC

Though all wizard and priest spells are learned and memorized the same way, they fall into nine different schools of magic. A school of magic is a group of related spells.

Abjuration spells are specialized protective magic.

Alteration spells cause a change in the properties of some already existing thing, creature, or condition.

Conjuration/Summoning spells draw something from elsewhere to the caster. Conjuration normally produces matter or items. Summoning allows the caster to compel living creatures and powers to appear. It also lets them channel extraplanar energies through their own body.

Enchantment/Charm spells change the quality of an item or attitude of a person or creature. Enchantments bestow magical properties upon ordinary items, while charms influence individual behavior.

Divination spells allow the wizard to learn secrets long forgotten, predict the future, and uncover things hidden or cloaked by spells.

Illusion spells deceive the senses or minds of others.

Invocation/Evocation spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed). Evocation lets the caster directly shape the energy.

Necromancy is one of the most restrictive of all spell schools. It deals with dead things and the restoration of life, limbs, or vitality to living creatures.

CHAPTER 9: SPELLS

SPELLS IN ICEWIND DALE

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells appear in alphabetical order. At the start of each spell description is the following important game information:

NAME

Each spell is identified by name.

SCHOOL

In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn. For priest spells, the school notation is used only for reference purposes, to indicate to which school the spell is considered to belong. The spells of a given school have similar colors and casting effects, so you can gauge what an enemy is casting by the color and appearance of the effects as they cast it.

RANGE

This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from them. "Touch" means the caster can use the spell on unwilling targets only if they can physically touch them (that is, score a successful to-hit roll).

DURATION

This lists how long the magical energy of the spell lasts. Spells of instant duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are

negated by some means, usually by a *Dispel Magic* spell. Some spells have a variable duration.

CASTING TIME

This represents the fraction of the spellcaster's six-second personal initiative round that is used to perform the chants and motions necessary to cast the spell. This time is exactly equivalent to the Speed Factor of a weapon. The spellcasting time is varied by an initiative roll that is performed each time a spell is cast.

AREA OF EFFECT

This lists what is affected by the spell, be it an area or a group of creatures. Some spells (such as *Bless*) affect the friends or enemies of the caster; in all such cases, this refers to the perception of the caster at the time the spell is cast.

SAVING THROW

This lists whether the spell allows the target a Saving Throw and the effect of a successful save: "Neg." results in the spell having no effect; "1/2" means the character suffers half the normal amount of damage; "None" means no Saving Throw is allowed.

SPELL DESCRIPTION

The text provides a complete description of how the spell functions.

WIZARD SPELLS:

LEVEL 1



ARMOR (CONJURATION)

Level: 1
 Range: 0
 Duration: 9 hours
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). It is cumulative with Dexterity and, in the case of Fighter/Mages, with the shield bonus. The Armor spell does not hinder movement, adds no weight or encumbrance, and does not prevent spellcasting. It lasts until successfully dispelled or until the duration runs out.



BURNING HANDS (ALTERATION)

Level: 1
 Range: 0
 Duration: Instant
 Casting Time: 1
 Area of Effect: 15-ft. cone with 90-deg. arc
 Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from her fingertips. The flame jets are 15 ft. in length and spread out in a horizontal arc of about 90 degrees in front of the wizard. Any creature in the area of effect suffers 1d3 Hit Points of damage, plus 2 points per level of experience of the spellcaster, to a maximum of 1d3 + 20 points of fire damage. If the target saves vs. Spell, they only take half damage.



CHARM PERSON (ENCHANTMENT/CHARM)

Level: 1

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 1

Area of Effect: 1 person

Saving Throw: Neg.

This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level Fighter could be charmed, but an ogre could not. The person receives a Save vs. Spell to avoid the effect.

If the spell recipient fails her Save vs. Spell, she regards the caster as a trusted friend and ally to be heeded and protected. The caster can give her orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if Dispel Magic is successfully cast upon the charmed person, the charm spell is broken. If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while she was charmed. Also note that you cannot have a charmed creature leave the area where she was charmed.



CHILL TOUCH (NECROMANCY)

Level: 1
 Range: Touch
 Duration: 3 rounds + 1 round/level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses her hand. This energy attacks the life force of any creature upon which the wizard makes a successful melee attack. The touched creature must make a Save vs. Spell or suffer 1d4 points of cold damage and receive a -1 THAC0 penalty for 1 turn after being struck.

An undead creature suffers no damage or to-hit penalty from Chill Touch, but will be affected by panic for 2 turns unless it successfully makes a Save vs. Spell.



CHROMATIC ORB (EVOCATION)

Level: 1
 Range: Visual range of the caster
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell creates a 4-inch-diameter sphere that can be hurled unerringly to its target. The orb's effects depend on the level of the wizard:

- 1: Inflicts 1d4 magic damage and blinds the target for one round.
- 2: Inflicts 1d6 fire damage and inflicts pain upon the victim (-1 penalty to Armor Class and THAC0) for one round.
- 3: Inflicts 1d8 magic damage and burns the victim for 1d3 fire damage.

- 4: Inflicts 1d10 magic damage and blinds the target for 4 rounds.
- 5 to 6: Inflicts 1d12 damage and stuns the target for 3 rounds.
- 7 and up: Inflicts 2d8 magic damage and paralyzes the victim for 13 rounds.

A successful Save vs. Spell negates all effects.



COLOR SPRAY (ALTERATION)

Level: 1

Range: 12 ft.

Duration: Instant

Casting Time: 1

Area of Effect: 29-ft. cone with 90-deg. arc

Saving Throw: Special

This spell creates a vivid, fan-shaped spray of clashing colors to spring forth from the caster's hand. Creatures within the area are affected in order of increasing distance from the wizard. All creatures in the area above the level of the caster or ones that have greater than 6 Hit Dice must make a Save vs. Spell. The spell's effects depend on the caster—creatures with Hit Dice/levels fewer than or equal to the caster are knocked unconscious for 5 rounds, those with Hit Dice/levels one or two greater than the wizard are blinded for 3 rounds, and any other creatures are stunned for 1 round.

Blind creatures are unaffected by the color spray.



EXPEDITIOUS RETREAT (ALTERATION)

Level: 1

Range: 0

Duration: 3 rounds

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell doubles the caster's normal speed for a short period of time... usually long enough to escape. Other movement-altering effects, such as Haste and Slow, cannot affect the caster while this spell is in effect. While Expeditious Retreat is active, the caster cannot attack, cast spells, or use any items or special abilities... she can only run.



Find Familiar (CONJURATION/SUMMONING)

Level: 1
Range: 0
Duration: Permanent
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell enables the caster to attempt to summon a familiar to act as her aide and companion. Familiars are typically small creatures. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with her, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, and she has no control over what sort of creature answers the summoning, if any come at all.

Note: Only one party member may have a familiar.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard has an empathic link with the familiar and can issue it mental commands. The caster receives half the familiar's total Hit Points (rounded down) as bonus Hit Points. However, the caster must take care to treat her familiar well, for if the familiar should die, the caster loses the bonus Hit Points and half the familiar's Hit Points again as damage. Also when a familiar dies, the caster loses 1 point of Constitution PERMANENTLY.

Example: A Mage has 12 Hit Points and casts Find Familiar. The imp summoned has 9 Hit Points, so the caster gets a bonus of 4 Hit Points. The caster now has 16 Hit Points. If the familiar dies, the caster loses those 4 Hit Points (putting her back at 12), loses 1 point of Constitution

permanently (which may cause additional Hit Point loss), and takes 4 damage.

Here is a list of the familiars that the player receives according to alignment:

LAWFUL GOOD, NEUTRAL GOOD: Pseudo Dragon

- Hit Points: 12
- Armor Class: 0
- Magic Resistance: 35%
- Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage
- Special Abilities: Can cast Blur once per day. Regenerates 1 HP/round. Immune to level drain, sleep, and petrification.

CHAOTIC GOOD: Fairy Dragon

- Hit Points: 12
- Armor Class: 6
- Magic Resistance: 25%
- Combat: 2 attacks per round at 19 THAC0 for 1d2 slashing damage
- Special Abilities: Can cast Mirror Image once per day. Has 100% resistance to fire and 125% resistance to electricity. Immune to level drain, sleep, and petrification.

LAWFUL NEUTRAL: Ferret

- Hit Points: 12
- Armor Class: 2
- Magic Resistance: 35%
- Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage
- Special Abilities: Has 20% in Find Traps, 50% in Pick Pockets, and 25% in Hide in Shadows/Move Silently. Can cast Blur once per day. Immune to level drain, sleep, and petrification.

TRUE NEUTRAL: Rabbit

- Hit Points: 12
- Armor Class: 3
- Magic Resistance: 45%
- Combat: 2 attacks per round at 15 THAC0 for 1d2 slashing damage
- Special Abilities: Has 40% in Find Traps and 20% in Move Silently/Hide In Shadows. Has 125% resistance to fire and 75% resistance to cold, electricity, and acid. Immune to level drain, sleep, and petrification.

CHAOTIC NEUTRAL: Cat

- Hit Points: 12
- Armor Class: 2
- Magic Resistance: 35%
- Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage
- Special Abilities: Has 15% in Pick Pockets and 65% in Move Silently/Hide In Shadows. Can cast Blur once per day. Immune to level drain, sleep, and petrification.

LAWFUL EVIL: Imp

- Hit Points: 9
- Armor Class: 4
- Magic Resistance: 15%
- Combat: 1 attack per round at 21 THAC0 for 1d6 slashing damage
- Special Abilities: Has 100% resistance to fire, cold, and electricity. Can cast Polymorph Self once per day. Regenerates 1 HP/round.

NEUTRAL EVIL: Dust Mephit

- Hit Points: 12
- Armor Class: 8
- Magic Resistance: 10%
- Combat: 2 attacks per round at 15 THAC0 for 1d2 slashing damage
- Special Abilities: Has 100% resistance to fire and 35% resistance to slashing, piercing, and missile damage. Can cast Glass Dust twice per day. Regenerates 1 HP/round. Immune to level drain, sleep, and petrification.

CHAOTIC EVIL: Quasit

- Hit Points: 12
- Armor Class: 4
- Magic Resistance: 15%
- Combat: 2 attacks per round at 19 THAC0 for 1d6 slashing damage
- Special Abilities: Has 100% resistance to fire, cold, and electricity and 35% resistance to slashing, piercing, and missile. Can cast Horror once per day. Regenerates 1 HP/round.



FRIENDS (ENCHANTMENT/CHARM)

Level: 1
 Range: 0
 Duration: 3 rounds + 1 round/level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: Special

A Friends spell causes the wizard to temporarily gain 5 points of Charisma. While cast, those who view the caster tend to be very impressed and will generally make an effort to help her



GREASE (CONJURATION)

Level: 1
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 1
 Area of Effect: 12-ft. radius
 Saving Throw: Special

A Grease spell covers the ground with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. Spell every round or have their movement rate slowed to a crawl as long as they are in the area of effect. Those who successfully save can move normally.



IDENTIFY (DIVINATION)

Level: 1
Range: Touch
Duration: Instant
Casting Time: Special
Area of Effect: 1 item
Saving Throw: None

When this spell is memorized, the caster can identify the magical properties of one item in the caster's inventory. Go to the description of an unidentified item and press the Identify button to use the spell. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.



INFRAVISION (DIVINATION)

Level: 1
Range: Touch
Duration: 8 hours
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell gains the ability to see with infravision, just as an elf or dwarf can.



LARLOCH'S MINOR DRAIN (NECROMANCY)

Level: 1
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

With this spell, the wizard drains the life force from a target and adds it to her own. The target creature suffers 1d4 damage, while the wizard gains 1d4 Hit Points. If the wizard goes over her maximum Hit Point total with this spell, she loses them after 1 turn.



MAGIC MISSILE (EVOCATION)

Level: 1
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

Casting Magic Missile, one of the most popular 1st-level spells, creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. Each missile inflicts 1d4+1 points of damage. For every two extra levels of experience, the wizard gains an additional missile—she has two at 3rd level, three at 5th level, four at 7th level, and a maximum of five missiles at 9th level.



NAHAL'S RECKLESS DWEOMER (INVOCATION/EVOCATION)

Level: 1
 Range: Special
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special

This spell is the Wild Mage's ultimate last-resort spell. When cast, the Mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

To use Nahal's Reckless Dweomer, simply cast it and then choose from your list of known spells. A burst of magical energy is released, which the Wild Mage will try to manipulate into the desired form. The actual effect of the spell is determined randomly by a dice roll on the wild surge table.

Because the release of energy is planned by the Mage, her level is added to the dice roll. If the result indicates success, the Mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result might be beneficial to the Mage, or it might be completely disastrous: This is the risk the Mage takes in casting Nahal's Reckless Dweomer.



PROTECTION FROM EVIL (ABJURATION)

Level: 1
 Range: Touch
 Duration: 2 rounds/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, a magical barrier forms around the recipient and moves with her. The barrier has three effects: First, it bestows a +2 bonus to the recipient's Armor Class and Saving Throws against attacks from evil-aligned opponents; second, it prevents summoned fiends from attacking the recipient; third, it makes the recipient immune to charm-based spells or effects (e.g. Charm Person, Charm Person or Mammal, Domination, and so on).



REFLECTED IMAGE (ILLUSION/PHANTASM)

Level: 1
Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

Upon casting this spell, the wizard creates 1 image of herself that will travel alongside her. The image will perform all of the actions that the wizard does so that if any enemies are trying to attack the wizard, they will not know which one is real. There is a 50% chance that the attacker will attack the image and a 50% chance that she will attack the caster. The image will disappear with a successful Dispel Magic, when attacked, or when the spell's duration expires.



SHIELD (EVOCATION)

Level: 1
Range: 0
Duration: 5 rounds/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the caster's Armor Class to 4 against melee weapons (2

against missile weapons) and makes the wizard immune to any magical missiles cast at her.



SHOCKING GRASP (ALTERATION)

Level: 1
Range: Touch
Duration: Instant
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When the wizard touches a creature while this spell is in effect, an electrical charge will deal $1d8 + 1/\text{level}$ of the caster damage to the creature. The wizard only has one charge, and once an opponent has been touched, the spell's energies have been used. The spell always hits unless the wizard is disrupted.



SLEEP (ENCHANTMENT/CHARM)

Level: 1
Range: Visual range of the caster
Duration: 5 rounds/level
Casting Time: 1
Area of Effect: 18-ft. radius
Saving Throw: None

Sleep causes a comatose slumber to come upon $2d4$ Hit Dice of creatures (other than undead and certain other creatures specifically excluded from the spell's effects). Monsters with 5 or more Hit Dice are unaffected. Though it's not the stuff of which legends are made, attacks against magically sleeping opponents never miss—although they will awaken after the first hit.



SPOOK (ILLUSION/PHANTASM)

Level: 1
Range: 30 ft.
Duration: 3 rounds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

A Spook spell enables the wizard to play upon natural fears to cause the target creature to perceive the caster as someone or something inimical, which then appears to advance upon it in a threatening manner. If the creature does not make a successful Save vs. Spell, it turns and flees at maximum speed as far from the wizard as possible. The creature suffers a Saving Throw penalty of -1 every 2 levels of the caster, up to a maximum of -6 at 12th level. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Undead are completely unaffected.

LEVEL 2



AGANNAZAR'S SCORCHER (EVOCATION)

Level: 2
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 2-ft. by 40-ft. jet.
Saving Throw: Special

Upon casting this spell a jet of flame appears at the caster's fingertips and shoots toward a target of the caster's choice. The flame causes 3d6 points of fire damage to the target, no Saving Throw allowed—anyone in the flame's path takes 2d8, but they are allowed a Save vs. Spell for half damage.



BLINDNESS (ILLUSION/PHANTASM)

Level: 2
 Range: Visual range of the caster
 Duration: 8 hours
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell blinds its target. A Save vs. Spell is allowed and, if successful, there are no harmful effects. If a victim is blinded, he receives a -4 penalty to his attack rolls and Armor Class. Blind creatures are immune to gaze attacks.



BLUR (ILLUSION/PHANTASM)

Level: 2
 Range: 0
 Duration: 3 rounds + 1 round/level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

Blur causes the wizard's body to become blurred, shifting and wavering. This distortion gives the wizard +1 to all Saving Throws, and all missile and melee attacks have a -3 penalty to hit him.



CAT'S GRACE (ALTERATION)

Level: 2
 Range: Touch
 Duration: 1 hour/level
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: None

This spell magically increases a target's Dexterity. The amount depends on the target's class: Rogues gain 1d8 points, warriors and wizards gain 1d6 points, and priests gain 1d4 points. If a character has more than one class, the larger die is used. Cat's Grace cannot raise a target's Dexterity past 20.



CHAOS SHIELD (ABJURATION) [WILD MAGE ONLY]

Level: 2
 Range: 0
 Duration: 5 rounds + 1 turn/5 levels
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

Chaos Shield increases a Wild Mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the Wild Surge chart, an extra 15 is added to the die roll. When Nahal's Reckless Dweomer is cast, the bonus from Chaos Shield stacks with the Wild Mage's level bonus.



DEAFNESS (ILLUSION/PHANTASM)

Level: 2
 Range: 40 ft.
 Duration: Permanent
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: Neg.

The Deafness spell causes the recipient to become totally unable to hear any sounds. Deafened creatures are unaffected by spells and abilities that rely on hearing, and deafened spellcasters have a 50% chance to miscast any spells. The victim is allowed a Save vs. Spell to negate the effect. Deafness can be done away with by means of Dispel Magic, Cure Disease, and similar treatments.



DECASTAVE (EVOCATION)

Level: 2
 Range: 0
 Duration: 3 rounds + 1 round/level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

This spell creates a staff of force in the caster's hand. It is treated as a magical weapon, doing 1d6 Hit Points of damage per hit, and it can hit creatures that require +1 weapons to hit. It is a staff, however, so if the caster does not have a proficiency in staff weapons, then the Decastave is used at a penalty. The staff also has the power to drain a target of 1d2 Hit Points on every strike. These Hit Points are added to the caster's, but they can only heal damage the caster has taken; they will not raise his Hit Points beyond his normal maximum.



DETECT EVIL (DIVINATION)

Level: 2

Range: 0

Duration: Instant

Casting Time: 9

Area of Effect: Visual range of the caster

Saving Throw: None

When Detect Evil is cast, any evil creature within the range of the spell will glow red briefly.



DETECT INVISIBILITY (DIVINATION)

Level: 2

Range: Visual range of the caster

Duration: Instant

Casting Time: 2

Area of Effect: 30-ft. radius

Saving Throw: None

When the wizard casts Detect Invisibility, he dispels enemy invisibility and reveals any hidden foes in the area of effect (i.e. Thieves using Stealth).

Note: If an invisible enemy enters the area of effect after the spell has already been cast, the creature will remain invisible.



GHoul TOUCH (NECROMANCY)

Level: 2
 Range: 0
 Duration: 6 rounds
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: Neg.

When the caster completes this spell, a green glow encompasses his hand. If the wizard makes a successful melee attack against a creature, the creature must make a Save vs. Spell or be paralyzed for 6 rounds.



GLITTERDUST (CONJURATION/SUMMONING)

Level: 2
 Range: 30 ft.
 Duration: 4 rounds
 Casting Time: 2
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

This spell creates a cloud of glittering golden particles within the area of effect. All enemies in the area must roll a successful Save vs. Spell or be blinded (-4 penalty to attack rolls and Armor Class) for 4 rounds. In addition, all enemies who fail their Saving Throw are covered by the dust, which cannot be removed and continues to sparkle until it fades, thus revealing invisible creatures. The dust fades in 4 rounds.



HORROR (NECROMANCY)

Level: 2
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

All enemies within the area of effect must save vs. Spell or flee in terror. Certain creatures, such as undead, are immune to this spell.



INVISIBILITY (ILLUSION/PHANTASM)

Level: 2
 Range: Touch
 Duration: Special
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: None

This spell turns a creature invisible and makes it undetectable by normal vision or infravision. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the recipient talks to or attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, eat, climb stairs, etc., but if he attacks or casts a spell, he immediately becomes visible (although the invisibility enables him to attack first).



KNOCK (ALTERATION)

Level: 2
Range: Visual range of the caster
Duration: Instant
Casting Time: 1
Area of Effect: Locked door or chest
Saving Throw: None

The Knock spell opens locked, held, or wizard-locked doors. It opens secret doors as well as locked boxes or chests. It does not raise barred gates or similar impediments.



KNOW ALIGNMENT (DIVINATION)

Level: 2
Range: Visual range of the caster
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

A Know Alignment spell enables the caster to read a creature's aura. Evil creatures will glow red, neutrals blue, and good creatures will glow green for a brief period. Certain magical devices negate the power of the Know Alignment spell.



LUCK (ENCHANTMENT/CHARM)

Level: 2
 Range: 15 ft.
 Duration: 3 rounds
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: None

The recipient of this spell gains extraordinary luck for the next 3 rounds, receiving a +1 bonus to his Saving Throws, attack rolls, and minimum damage/healing rolls as well as +5% to all thieving skills. Furthermore, damage dice for all effects outside a weapon's base damage is reduced by 1. For example, a 6d6 fireball will do 6d5 damage, and a flaming long sword that deals 1d8+2 slashing plus 1d3 fire damage will deal 1d8+2 slashing plus 1d2 fire damage instead.



MELF'S ACID ARROW (CONJURATION)

Level: 2
 Range: Visual range of the caster
 Duration: 1 round + 1 round/3 levels
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: Special

This spell creates a magical arrow that speeds unerringly to its target. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage immediately and again at the end of the round. (There is no splash damage.) For every three levels the caster has achieved, the acid lasts another 1 round, inflicting another 2d4 points of damage at the end. So from 3rd to 5th level, the acid lasts 2 rounds (dealing 6d4 total damage); from 6th to 8th level, the acid lasts for 3 rounds (dealing 8d4 total damage); etc.



MIRROR IMAGE

(ILLUSION/PHANTASM)

Level: 2
 Range: 0
 Duration: 3 rounds/level
 Casting Time: 1
 Area of Effect: 6-ft. radius
 Saving Throw: None

When a Mirror Image spell is invoked, the spellcaster causes two to eight duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which ones are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images shift from round to round so that an enemy must first hit every image before being able to hit the wizard.



POWER WORD, SLEEP

(CONJURATION/SUMMONING)

Level: 2
 Range: 40 ft.
 Duration: 5 rounds
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When a wizard calls upon a Power Word, Sleep spell, he causes a comatose slumber to come upon 1 creature (other than undead and certain other creatures specifically excluded from the spell's effects). The creature targeted must have fewer than 20 Hit Points and gets no Saving Throw. Attacks against magically sleeping opponents never miss. The sleep effect will last for 5 rounds. This spell has no effect on creatures with more than 20 Hit Points.



PROTECTION FROM PETRIFICATION (ABJURATION)

Level: 2
 Range: Touch
 Duration: 3 rounds/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

This spell grants the recipient immunity to all petrification attacks. This includes basilisk and medusa gaze, cursed scrolls of petrification, etc.



RAY OF ENFEEBLEMENT (ENCHANTMENT/CHARM)

Level: 2
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: Neg.

By means of a Ray of Enfeeblement, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. The victim is reduced to a Strength of 5 for the duration of the spell unless a Save vs. Spell is made. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally. However, the target receives all the penalties for 5 Strength, such as attack and damage penalties as well as lower weight allowance.



RESIST FEAR (ABJURATION)

Level: 2
 Range: Visual range of the caster
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: 30-ft. radius
 Saving Throw: None

This arcane spell instills courage in the spell's recipients, raising their morale to maximum. The recipients' morale will gradually reset to normal as the duration runs out. If the recipients are under the effects of magical fear, the effect is negated.



SNILLOC'S SNOWBALL SWARM (EVOCATION)

Level: 2
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 2
 Area of Effect: 30-ft. radius
 Saving Throw: 1/2

This spell causes a flurry of snowballs to erupt from a point within range. These snowballs will hit everything within the area of effect, doing 1d3 Hit Points/level, up to a maximum of 8d3 Hit Points at level 8. Against fire-using or fire-dwelling creatures, it inflicts 1d6 Hit Points/level.



STINKING CLOUD (EVOCATION)

Level: 2
 Range: 40 ft.
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 30-ft. radius
 Saving Throw: Special

Stinking Cloud creates a billowing mass of nauseous vapors up to 40 ft. away from the wizard. Any creature caught within the cloud must roll a successful Save vs. Poison or be reeling and fall unconscious for the next round. Those who make successful Saving Throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save every round.



STRENGTH (ALTERATION)

Level: 2
 Range: Touch
 Duration: 1 hour/level
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

Upon application of this spell, the target's Strength is magically increased by an amount depending on its class. Warriors gain 1d8 points, priests and rogues gain 1d6 points, and wizards gain 1d4 points. For warriors only, all points above a Strength of 18 are converted into a 10% bonus for each extra point, to a maximum of 18/00. For other classes, 18 Strength is the maximum.



VOCALIZE (ALTERATION)

Level: 2
 Range: 0
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the Vocalize spell. This spell has no effect on other noises or speech—it simply removes a spell's verbal component. This spell is a great counter for Silence, 15' Radius.



WEB (EVOCATION)

Level: 2
 Range: Visual range of the caster
 Duration: 8 rounds
 Casting Time: 2
 Area of Effect: 18-ft. radius
 Saving Throw: Neg.

Web creates a many-layered mass of strong, sticky strands, similar to spider webs but much larger and tougher. Anyone in the area when the spell is cast must roll a Save vs. Spell every round. If failed, the creature is paralyzed for one round. If the Saving Throw is successful, then the creature can move normally.

LEVEL 3



CLAIRVOYANCE (DIVINATION)

Level: 3
Range: Special
Duration: Instant
Casting Time: 3
Area of Effect: Current area
Saving Throw: None

The Clairvoyance spell empowers the wizard to see in her mind the geographical features and buildings of the region she is currently exploring. It extends to a great range, but cannot reveal creatures or their movements. This spell cannot be used indoors.



DETECT ILLUSION (DIVINATION)

Level: 3
Range: 0
Duration: Instant
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: None

This spell cancels all Illusion/Phantasm spells of 3rd level and lower in the area. The spells affected are Blur, Reflected Image, Invisibility, Mirror Image, and Non-Detection. The caster can control whom this spell affects; thus, it will affect only creatures that are not in the caster's party. A target's Magic Resistance, if any, does not affect this spell.



DIRE CHARM

(ENCHANTMENT/CHARM)

Level: 3
 Range: Visual range of the caster
 Duration: 2 turns
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell is similar to the Charm Person spell. However, the affected creature will attack anyone she perceives as hostile without being commanded to. A successful Save vs. Spell negates the effect.

Dire Charm is limited in the same manner as Charm Person. The spell can affect any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level Fighter could be charmed, but an ogre could not.



DISPEL MAGIC

(ABJURATION)

Level: 3
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: None

Dispel Magic removes magical effects upon anyone within the area of effect. This includes magically created items and the effects of spells and potions. It does not, however, affect magical items themselves.



FIREBALL (EVOCATION)

Level: 3
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: 1/2

Fireball is one of the reasons that wizards gained acceptance in the field of adventuring. To cast it, the wizard points her finger and speaks the range at which the fireball is to burst. A streak flashes from the pointing digit and blossoms into a fireball, delivering damage proportional to the level of the wizard who cast it: 1d6 points of damage for each level of the spellcaster (up to a maximum of 10d6). Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, taking only half damage.



FLAME ARROW (CONJURATION/SUMMONING)

Level: 3
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

This spell enables the caster to hurl fiery arrows at one of her enemies. Each bolt inflicts 1d6 points of piercing damage plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. Spell. The caster can fire one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.).



GHOST ARMOR (CONJURATION/SUMMONING)

Level: 3
 Range: Touch
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

This spell creates a magical field of force with the strength of plate armor (AC 3). It is cumulative with Dexterity effects and, in the case of Fighter/Mages, with the shield bonus. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, and does not prevent spellcasting. It lasts until dispelled or until the duration runs out.



HASTE (ALTERATION)

Level: 3
 Range: Visual range of the caster
 Duration: 3 rounds + 1 round/level
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: None

Haste doubles the base movement rate of all friendly creatures within the area of effect and grants them each an extra attack per round. (Spellcasting and spell effects are not sped up.) All affected by the Haste spell must be in the designated area of effect. Note that this spell negates the effects of a Slow spell. This spell is not cumulative with itself or with other similar magic. Anyone affected by Haste will suffer fatigue when the spell wears off.



HOLD PERSON (ENCHANTMENT/CHARM)

Level: 3
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures immobile for 6 rounds or longer. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. Affected creatures must be living bipedal humans, demihumans, and humanoids of man size or smaller, including dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level Fighter could be held, while an ogre could not. A successful Save vs. Spell negates the effect.

Paralyzed creatures are helpless and cannot dodge or defend themselves from attacks. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison.



HOLD UNDEAD (NECROMANCY)

Level: 3
 Range: 35 ft.
 Duration: 2 rounds/level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Neg.

This spell holds 1d4 enemy undead creatures rigidly immobile. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. A successful Save vs. Spell negates the effect.

Paralyzed creatures are helpless and cannot dodge or defend themselves from attacks. Being held does not prevent the worsening of the subject's condition due to wounds.



ICELANCE (EVOCATION)

Level: 3
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

This spell fires a magical lance of ice at a target of the caster's choosing. It automatically hits, inflicting 5d6 points of cold damage and forcing the target to make a Save vs. Spell or be stunned for 3 rounds.



INVISIBILITY, 10' RADIUS (ILLUSION/PHANTASM)

Level: 3
Range: 0
Duration: Special
Casting Time: 9
Area of Effect: 20-ft. radius
Saving Throw: None

This spell causes all creatures within 20 ft. of the caster to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature(s) are not magically silenced, and certain other conditions can render the creature(s) detectable. Even allies cannot see the invisible creature(s) or their gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature(s) become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature(s).

The spell remains in effect until it is magically broken or dispelled, until

the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. The invisible being(s) cannot open doors, talk, eat, climb stairs, etc. If they attack, they immediately become visible, although the invisibility enables them to attack first.



LANCE OF DISRUPTION (INVOCATION)

Level: 3
Range: 100 ft.
Duration: Instant
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

This spell shoots a lance of force, which travels from the caster to a specified point 100 ft. in the distance. Any creatures in the lance's path take 5d4 points of crushing damage plus 2 points of damage per level of the caster (maximum of +30). Victims can save vs. Spell for half damage.



LIGHTNING BOLT (EVOCATION)

Level: 3
Range: Visual range of the caster
Duration: Instant
Casting Time: 3
Area of Effect: Path of bolt
Saving Throw: 1/2

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect (maximum damage of 10d6). A successful Save vs. Spell reduces this damage to half (round fractions down). When the lightning bolt intersects with a wall, it will rebound until it reaches its full length—hitting the same enemy multiple times, or even members of the caster's own party.



MELF'S MINUTE METEORS (EVOCATION, ALTERATION)

Level: 3

Range: 0

Duration: Permanent until thrown or dispelled

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

This spell creates small globes of fire, one for each experience level the wizard has attained, which are held in the wizard's hands in place of her usual weapons. The meteors can be hurled at targets up to visual range and are treated as missiles with a +5 bonus to the attack rolls. Each meteor bursts into a fiery sphere upon impact, inflicting 1d4+3 points of piercing damage and 3 points of fire damage to any creature struck. The wizard can hurl up to five missiles per round.



MINOR SPELL DEFLECTION (ABJURATION)

Level: 3

Range: 0

Duration: 3 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 6th-level spell *Spell Deflection*, which causes the spells cast against the wizard to be absorbed and consumed. This spell affects a total of 4 spell levels, including spells cast from scrolls and innate spell-like abilities, but excludes area effects that are not centered directly upon the wizard and area effects that are stationary, such as *Cloudkill* and *Stinking Cloud*.

This spell will only affect up to 4th-level spells, but as long as there are levels remaining, the spell will be absorbed. For example, if there is only 1

level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the spell deflection.

This spell will not protect the caster from Dispel Magic, but it will not be dispelled by Dispel Magic either.



MONSTER SUMMONING I (CONJURATION/SUMMONING)

Level: 3
Range: 20 ft.
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

With the casting of this spell the wizard summons 2d3 1st-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



NON-DETECTION (ABJURATION)

Level: 3
Range: Touch
Duration: 7 turns/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

By casting this spell, the wizard makes the creature touched undetectable by divination magics such as Clairvoyance and the Detect spells. It also prevents spells that reveal hidden or invisible creatures, such as Invisibility Purge, from working on the target.



PROTECTION FROM COLD (ABJURATION)

Level: 3
Range: Touch
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

This spell confers complete invulnerability to cold damage.



PROTECTION FROM FIRE (ABJURATION)

Level: 3
Range: Touch
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

This spell confers complete invulnerability to fire damage.



PROTECTION FROM NORMAL MISSILES (ABJURATION)

Level: 3
Range: Touch
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to non-

magical hurled and launched missiles such as arrows, bolts, bullets, darts, throwing axes, and throwing daggers. Note, however, that this spell does not convey any protection from such magical attacks as Fireball, Lightning Bolt, or Magic Missile, nor does it protect against magical missiles such as arrows +1.



REMOVE MAGIC (ABJURATION)

Level: 3

Range: 40 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

Remove Magic dispels the magical effects upon any enemies within the area. This includes effects given from spells, potions, and certain magical items such as wands. It does not, however, affect enchanted magical items. The chance of the dispel succeeding is determined by the level of the caster and the level of the magic being dispelled. The base chance of successfully dispelling is 50%. For every level that the caster of Remove Magic is above the original caster, her chance of success increases by 5%. For every level that the caster of Remove Magic is below the original caster, her chance of success decreases by 10%. However, despite the difference in levels, there is always at least a 1% chance of success or failure. Thus, if a caster is 10 levels higher than the magic she is trying to dispel, there is only a 1% chance of failure. Similarly, if the caster is 4 levels lower than the magic she is trying to dispel, there is only a 10% chance of success. Intuitively, this spell is almost useless if the target is 5 or more levels higher than the caster.

Note: While this spell dispels the individual effects of Grease, Web, Stinking Cloud, and other such spells, it does not dispel the area of effect.



SKULL TRAP (NECROMANCY)

Level: 3
Range: Visual range of the caster
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: 1/2

Upon casting this spell, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 5 ft. of it. When this happens, the skull is triggered and explodes, damaging everyone within an 18-ft. radius. The damage inflicted is equal to 1d6 Hit Points per level of the caster. When casting this spell, it is wise to set it far away from the party lest they set it off accidentally. Resting or leaving the area the skull trap is in will make it disappear harmlessly.



SLOW (ALTERATION)

Level: 3
Range: Visual range of the caster
Duration: 3 rounds + 1 round/level
Casting Time: 3
Area of Effect: 30-ft. radius
Saving Throw: Neg.

Slow causes creatures to move and attack at 1/2 of their normal rates. It negates Haste, but does not otherwise affect magically sped-up or slowed creatures. Slowed creatures suffer -4 penalties to attack and Armor Class. To make matters worse, creatures save at -4 against this spell.



SPELL THRUST (ABJURATION)

Level: 3
 Range: 25 ft.
 Duration: Instant
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

Spell Thrust dispels all spell protections of 5th level and lower affecting the target creature. This includes the following: Minor Spell Deflection, Minor Globe of Invulnerability, Spell Immunity, and Minor Spell Turning. The target's Magic Resistance, if any, does not affect this spell.



VAMPIRIC TOUCH (NECROMANCY)

Level: 3
 Range: Touch
 Duration: Instant
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

When the caster successfully touches an opponent in melee, the opponent loses 1d6 Hit Points for every two caster levels, to a maximum drain of 6d6 for a 12th-level caster. These Hit Points are added to the caster's total, with any Hit Points over the caster's normal maximum total treated as temporary bonus Hit Points. The temporary Hit Points last for 1 hour.

LEVEL 4



BELTYN'S BURNING BLOOD

(NECROMANCY)

Level: 4

Range: Visual range of the caster

Duration: 1 round/2 levels

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell turns a target's blood to flame, doing 3d4 Hit Points of damage every round and driving the victim berserk with pain. The target gets to save vs. Spell every round; if successful, the damage and berserk state are negated. This spell does not work against undead or extraplanar creatures that do not have blood (such as elementals). If the creature is resistant to fire, this resistance will lower or nullify the damage from this spell.



CONFUSION

(ENCHANTMENT/CHARM)

Level: 4

Range: Visual range of the caster

Duration: 2 rounds + 1 round/level

Casting Time: 4

Area of Effect: 30-ft. radius

Saving Throw: Neg.

This spell causes confusion in enemy creatures within the area, creating indecision and the inability to take effective action. Enemy creatures within the area of effect are allowed Saving Throws vs. Spell with a -2 penalty. Those who succeed are unaffected; those who fail either go berserk, stand confused, or wander about for the duration of the spell. Any confused creature that is attacked perceives the attacker as an enemy and reacts accordingly.



CONTAGION (NECROMANCY)

Level: 4
Range: 30 ft.
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma scores are reduced by 2. The afflicted character is also slowed. These effects persist until the character receives a Cure Disease spell.



DIMENSION DOOR (ALTERATION)

Level: 4
Range: 0
Duration: Instant
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell transports the caster to any place within the visual range of the caster. When the spell is cast, a dimensional portal opens up in front of the caster, which he immediately steps through.



EMOTION: COURAGE (ENCHANTMENT/CHARM)

Level: 4
 Range: Visual range of the caster
 Duration: 1 hour
 Casting Time: 4
 Area of Effect: 15-ft. radius
 Saving Throw: None

This spell creates the emotion of courage within the area of effect. All creatures affected by the spell gain +1 to hit, +3 to their damage rolls, and +5 temporary Hit Points (which can put them above their maximum Hit Points). This spell nullifies all fear effects within the area of effect at the time of casting.



EMOTION: FEAR (ENCHANTMENT/CHARM)

Level: 4
 Range: Visual range of the caster
 Duration: 5 rounds
 Casting Time: 4
 Area of Effect: 15-ft. radius
 Saving Throw: Neg.

This spell creates the emotion of fear within the area of effect. All enemies who fail to save vs. Spell flee for 5 rounds.



EMOTION: HOPE (ENCHANTMENT/CHARM)

Level: 4
Range: Visual range of the caster
Duration: 1 hour
Casting Time: 4
Area of Effect: 15-ft. radius
Saving Throw: None

This spell creates the emotion of hope within the area of effect. All creatures affected by the spell gain a morale boost and +2 on their Saving Throws, attack rolls, and damage rolls.



EMOTION: HOPELESSNESS (ENCHANTMENT/CHARM)

Level: 4
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 4
Area of Effect: 15-ft. radius
Saving Throw: Neg.

This spell creates the emotion of hopelessness within the area of effect. All enemies who fail to save vs. Spell just stand and do nothing for 1 turn.



ENCHANTED WEAPON (ENCHANTMENT/CHARM)

Level: 4
Range: 0
Duration: 24 hours
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell conjures forth a +3 enchanted weapon that may be used by anyone. The weapon may be either a mace, axe, long sword, or short sword. The weapon stays in existence for 24 hours.



FARSIGHT (DIVINATION)

Level: 4
Range: Special
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.



FIRESHIELD (BLUE) (EVOCATION, ALTERATION)

Level: 4

Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

The blue fireshield protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user +50% Cold Resistance, it also protects the caster from attacks made within a 5-ft. radius around him. An opponent that damages the caster within this radius suffers 1d8+2 cold damage.



FIRESHIELD (RED) (EVOCATION, ALTERATION)

Level: 4

Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

The red fireshield protects the user from fire damage by surrounding the caster with a shield of flame. This shield does not only grant the user +50% Fire Resistance, it also protects him from attacks made from within a 5-ft. radius around him. An opponent that damages the caster within this radius suffers 1d8+2 points of fire damage.



GREATER MALISON (ENCHANTMENT/CHARM)

Level: 4
 Range: Visual range of the caster
 Duration: 2 rounds/level
 Casting Time: 4
 Area of Effect: 30-ft. radius
 Saving Throw: None

This spell causes all enemies in the area of effect to suffer a -2 penalty on all their Saving Throws as long as the spell is in effect.



ICE STORM (EVOCATION)

Level: 4
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 4
 Area of Effect: 30-ft. radius
 Saving Throw: None

When this spell is cast, shards of ice smash down on all creatures in the area of effect, doing 3d10 points of cold damage.



IMPROVED INVISIBILITY (ILLUSION/PHANTASM)

Level: 4
 Range: Touch
 Duration: 4 rounds + 1 round/level
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: None

This spell is similar to the Invisibility spell, but the recipient is able to attack, either with missile, melee weapons or spells, and remain unseen. However, telltale traces—a shimmering—allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's Saving Throws are made with a +4 bonus.



MINOR GLOBE OF INVULNERABILITY (ABJURATION)

Level: 4
Range: 0
Duration: 1 round/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e. the area of effect of any such spell does not include the area of the Minor Globe of Invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere with no penalty. The globe can be brought down by a successful Dispel Magic spell.



MINOR SEQUENCER (INVOCATION/EVOCATION)

Level: 4
Range: 0
Duration: Permanent until activated
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to store two spells and activate them both at the same time from his Special Abilities menu. Both spells must be of 2nd level or lower. To create a sequencer, a wizard must memorize not only Minor Sequencer but the spells he intends to store in it (a Sorcerer can store spells of any level for which he still has spell slots). After casting Minor Sequencer, the player will be prompted to choose the sequenced spells from those he has memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Abilities icon also disappears until the next time a sequencer is formed. A wizard can possess only one Minor Sequencer at a time, and it cannot be given to other characters.



MONSTER SUMMONING II (CONJURATION/SUMMONING)

Level: 4
Range: 20 ft.
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

With the casting of this spell the wizard summons 1d6 2nd-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



MORDENKAIEN'S FORCE MISSILES (INVOCATION)

Level: 4
Range: Visual range of the caster
Duration: Instant
Casting Time: 4
Area of Effect: 5-ft. radius
Saving Throw: Special

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a Magic Missile spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7th—in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 5-ft. radius concussive blast that inflicts 1 point of damage per level of the caster—for example, a 12th-level wizard could conjure two force missiles, each of which strikes for 2d4+12 points of magic damage. Creatures taking damage can attempt a Save vs. Spell to negate the concussion damage, but the impact of the missile itself allows no Saving Throw. The 1st-level wizard spell Shield will absorb the force missiles harmlessly, including the concussion damage.



OTILUKE'S RESILIENT SPHERE (ALTERATION)

Level: 4

Range: Visual range of the caster

Duration: 7 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell encloses the target in a globe of shimmering force for the duration of the spell. The resilient sphere is completely immune to all damage; the only method of removing the sphere is by the use of Dispel Magic. Hence, the creature caught inside the globe is completely safe from all attacks, but at the same time is completely unable to affect the outside world. Hostile creatures can resist the effect with a successful Save vs. Spell.



POLYMORPH OTHER (ALTERATION)

Level: 4
 Range: 40 ft.
 Duration: Permanent
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: Neg.

The Polymorph Other spell is a powerful magic that permanently alters the form of the creature affected. Mental attributes are not affected, and the target does not receive the special abilities of the new form. However, all physical attributes are changed to adhere to the new form. This is a specific version of the spell in that the recipient will be transformed into a squirrel unless a Save vs. Petrification/Polymorph is made successfully. The transformation is instant and permanent until Dispel Magic is cast successfully upon the affected creature. The natural attacks of the new form also become available, and all clothes and equipment that the target was wearing will mold into the new form.



POLYMORPH SELF (ALTERATION)

Level: 4
 Range: 0
 Duration: 1 turn + 3 rounds/level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None

When this spell is cast, the wizard is able to assume the form of another creature. The caster also gains the physical mode of locomotion and breathing as well. This spell does not give the new form's other abilities, such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality.

For the duration of the spell, the caster can transform into any of the new forms at any time and as many times as he wishes. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the wizard remain the same, but all physical attributes are obtained from the new form. Also, any natural protections that the new form offers are conferred to the wizard, such as the resistance to missile and crushing weapons possessed by the slime form.

The possible forms given by Polymorph Self are:

- Gnoll: Wields a magical halberd (+1 fire damage and strikes as an enchanted weapon +3)
- Mustard Jelly: Can slow opponents who fail a Save vs. Polymorph
- Ogre: Capable of causing massive damage with its fists
- Spider: Causes poison damage when it hits an opponent

In addition, the caster may choose the form of brown bear, black bear, wolf, boring beetle, polar bear, or winter wolf.



REMOVE CURSE (ABJURATION)

Level: 4
Range: Touch
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

Upon casting this spell, the wizard is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with the cursed item to get rid of it. Certain special curses cannot be countered by this spell, or can be countered only by a caster of a certain level or more.



SECRET WORD (ABJURATION)

Level: 4
Range: 40 ft.
Duration: Instant
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast at a target creature, it will dispel one spell protection of 8th level or lower. Spells affected by this are Minor Spell Turning, Minor Globe of Invulnerability, Spell Immunity, Spell Deflection, Spell Turning, and Spell Shield. The target's Magic Resistance, if any, does not affect this spell.



SHADOW MONSTERS (ILLUSION/PHANTASM)

Level: 4
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell shapes material from the Demiplane of Shadow into illusionary monsters. Up to six shadowy creatures can be summoned at once, but their total Hit Dice will normally not exceed the spellcaster's level.



SHOUT (INVOCATION)

Level: 4

Range: 0

Duration: Instant

Casting Time: 1

Area of Effect: 35-ft. cone with 15-deg. arc

Saving Throw: Special

Shout grants the wizard tremendous vocal powers, allowing him to emit an earsplitting roar from his mouth in a cone-shaped area of effect. Any creature within this area is deafened for 9 rounds and suffers 4d6 points of magic damage. A successful Save vs. Spell negates the deafness and reduces the damage by half.



SPIDER SPAWN (CONJURATION/SUMMONING)

Level: 4

Range: 25 ft.

Duration: 6 rounds + 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard must throw several spider eggs into the air while saying the final command word. The result is that the eggs morph into a fully grown spider that will remain under the wizard's telepathic control. The type of spider that appears depends upon the level of the wizard casting the spell:

- 7 to 8: Giant spider
- 9 to 11: Phase spider
- 12 and up: Sword spider

When the spell is cast, there is a 20% chance that two spiders of the

proper type will appear instead of just one. These spiders will remain under the wizard's control until they are slain or until the spell duration expires.



SPIRIT ARMOR (NECROMANCY)

Level: 4
Range: Touch
Duration: 3 turns
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

This spell is very similar to the 3rd-level spell *Ghost Armor* in that it creates an incorporeal barrier around the target's body for the duration of the spell. This spell, however, actually taps in to the target's life force in order to create the barrier. The armor itself is weightless and does not hinder movement or spellcasting at all.

Spirit Armor does not work cumulatively with any other armor; however, Dexterity bonuses still apply, as well as magic rings and shield bonuses. While in effect, the Armor Class of the recipient will be 1, as if he were wearing plate mail. Also, due to the magical nature of the spell, he will also receive a +3 bonus to saves vs. Spell.

There is a danger, however, as when the spell runs out, the external portion of the spirit is temporarily lost, inflicting 2d4 points of magic damage upon the target.



STONESKIN (ALTERATION)

Level: 4
Range: 0
Duration: 8 hours
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

Arguably one of the best defensive spells ever, Stoneskin makes the wizard virtually immune to any cut, blow, projectile, or the like (although spells and spell damage will still affect him as normal). The next one to four attacks (+1 attack/2 levels of the caster) that strike the creature will simply bounce off with no effect. Casting this spell multiple times does not have a cumulative effect.



TELEPORT FIELD (ALTERATION)

Level: 4
Range: 40 ft.
Duration: 1 turn
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: None

The wizard instigates a teleportation effect that randomly teleports all enemies in this area for the duration of the spell. Teleport Field is best used against multiple enemies, throwing them into disarray and allowing the wizard to concentrate on activating his defenses.



VITRIOLIC SPHERE (CONJURATION)

Level: 4
Range: Visual range of the caster
Duration: Special
Casting Time: 4
Area of Effect: 9-ft. radius
Saving Throw: Special

This spell conjures a sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of acid damage per caster level, to a maximum of 12d4 points of damage. After the initial damage, the victim must make a Saving

Throw to avoid more damage. If unsuccessful, the victim continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends on the fifth round. Each round after the first, the victim is entitled to a Save vs. Spell to avoid further damage.

The vitriolic sphere also splashes acid in a 9-ft. radius around the primary target. Any creatures within the splash radius must save vs. Petrification/Polymorph or suffer a splash hit that inflicts 1d4 points of damage per every five levels of the caster. Splash hits do not cause continuing damage.



WIZARD EYE (DIVINATION, ALTERATION)

Level: 4

Range: 30 ft.

Duration: 1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye can see with normal vision up to standard visual range and can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a Detect Invisibility spell, for instance). Solid barriers prevent the passage of a wizard eye. The powers of the eye cannot be enhanced by other spells or items. A successful Dispel Magic spell cast on the wizard or the eye ends the spell.

LEVEL 5



ANIMATE DEAD (NECROMANCY)

Level: 5
 Range: Visual range of the caster
 Duration: 8 hours
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster. The undead remain animated until they are destroyed in combat or are turned; they cannot be dispelled. The caster can animate 1d6 skeletons or zombies in this manner.



BREACH (ABJURATION)

Level: 5
 Range: 40 ft.
 Duration: Instant
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast at a creature, it breaches and dispels all of the specific and combat protections on the target creature. Here is a complete list of all the specific protection spells that are dispelled by Breach: Shield, Protection Circle, Resist Fear, Protection From Fire/Cold, Fireshield, Protection From Acid, Protection From Electricity, Protection From Magic Energy, Protection From The Elements, and Protection From Energy.

The combat protection spells dispelled by Breach are Protection From

Normal Missiles, Protection From Normal Weapons, Protection From Magical Weapons, Stoneskin, Armor, Ghost Armor, Spirit Armor, Absolute Immunity, Mantle, and Improved Mantle.

The target's Magic Resistance, if any, does not affect this spell.



CHAOS (ENCHANTMENT/CHARM)

Level: 5
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: Special

The effects of this spell are identical to the 4th-level spell Confusion in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking either friend or foe. If the victim is 4th level or lower, she does not receive a Saving Throw versus the effects. However, if the victim is 5th level or higher, she receives a Save vs. Spell at -4. The spell lasts for the duration or until a successful Dispel Magic is cast.



CLOUDKILL (EVOCATION)

Level: 5
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 5
Area of Effect: 18-ft. radius
Saving Throw: None

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with 4 or fewer Hit Dice and force creatures with 5 or 6 Hit Dice to roll Saving Throws vs. Poison with -4 penalties or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud

immediately or suffer 1d10 points of poison damage each round while in the area of effect.



CONE OF COLD (EVOCATION)

Level: 5

Range: 0

Duration: Instant

Casting Time: 5

Area of Effect: 41-ft. cone with 60-deg. arc

Saving Throw: 1/2

This spell releases a cone-shaped blast of extreme cold from the caster, doing 1d4+1 points of cold damage per level of the caster. Creatures caught in the area of effect are allowed a Save vs. Spell for half damage.



CONJURE AIR ELEMENTAL (CONJURATION/SUMMONING)

Level: 5

Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell allows the caster to summon an 8-HD elemental from the Elemental Plane of Air and bind it to her will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.



CONJURE EARTH ELEMENTAL (CONJURATION/SUMMONING)

Level: 5
Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell allows the caster to summon an 8-HD elemental from the Elemental Plane of Earth and bind it to her will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.



CONJURE FIRE ELEMENTAL (CONJURATION/SUMMONING)

Level: 5
Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell allows the caster to summon an 8-HD elemental from the Elemental Plane of Fire and bind it to her will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.



CONJURE WATER ELEMENTAL (CONJURATION/SUMMONING)

Level: 5
 Range: Visual range of the caster
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell allows the caster to summon an 8-HD elemental from the Elemental Plane of Water and bind it to her will. This elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.



CONTACT OTHER PLANE (DIVINATION)

Level: 5
 Range: 0
 Duration: Instant
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

This spell allows the wizard to contact powers from other planes of existence in order to receive advice and information. The nature of the divination is oriented around knowledge of powerful foes, magic items, and spells.



DEMI-SHADOW MONSTERS (ILLUSION/PHANTASM)

Level: 5
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

This spell is similar to the 4th-level wizard spell Shadow Monsters, except the summoned creatures are much more powerful.



DOMINATION (ENCHANTMENT/CHARM)

Level: 5
 Range: Visual range of the caster
 Duration: 15 rounds
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Neg.

Domination enables the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim. Unlike the 4th-level priest spell Mental Domination, the target has no option for release, even if made to do something against her morals, except, of course, Dispel Magic. The target gets a Save vs. Spell at -2 in order to avoid the effect.



FEEBLEMINDED (ENCHANTMENT/CHARM)

Level: 5
 Range: Visual range of the caster
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell turns a target into a gibbering idiot, which lasts until Dispel Magic is cast upon her. The victim is allowed a Save vs. Spell at -2 to resist being stupefied. Feeble-minded individuals cannot cast spells. The priest spell Heal will remove feeble-mindedness from an afflicted character.



HOLD MONSTER (ENCHANTMENT/CHARM)

Level: 5
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Neg.

This spell holds 1d4 enemies of any type (except for undead) rigidly immobile. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. A successful Save vs. Spell negates the effect.

Paralyzed creatures are helpless and cannot dodge or defend themselves from attacks. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison.



LOWER RESISTANCE (ALTERATION)

Level: 5
Range: Visual range of the caster
Duration: 2 turns
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

Using this spell, a wizard can reduce the Magic Resistance of a target creature by 30% plus 1% per experience level of the caster. There is no Saving Throw, and the target's Magic Resistance, if any, does not affect this spell.



MINOR SPELL TURNING (ABJURATION)

Level: 5
Range: 0
Duration: 3 rounds/level
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 7th-level Spell Turning, which causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 4 spell levels—including spells cast from scrolls and innate spell-like abilities—but excludes area effects that are not centered directly upon the wizard and area effects that are stationary, such as Cloudkill and Stinking Cloud.

This spell will only affect up to 4th-level spells, but as long as there are levels remaining, a spell will be reflected. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the Spell Turning.

This spell will not protect the caster from Dispel Magic, but will not be dispelled by Dispel Magic either.



MONSTER SUMMONING III (CONJURATION/SUMMONING)

Level: 5
Range: 20 ft.
Duration: 4 rounds + 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

With the casting of this spell the wizard summons 1d4 3rd-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



ORACLE (DIVINATION)

Level: 5
Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: 235-ft. radius
Saving Throw: None

When cast, this spell will cancel all Illusion/Phantasm spells of 5th level and lower within its area of effect. The spells affected are Blur, Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, and Shadow Door. The caster can control whom this spell affects; thus, it will affect only creatures that are not in the caster's party. A target's Magic Resistance, if any, does not affect this spell.



PHANTOM BLADE (EVOCATION)

Level: 5
 Range: 0
 Duration: 3 rounds + 1 round/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

This spell creates a translucent, shadow-like, weightless area of magical force extending from the fingers of one of the caster's hands. The silent, blade-shaped construct's cutting edges inflict slashing damage just as those of a real sword do. The caster wields the phantom blade as if proficient with it, at her normal THAC0.

The phantom blade acts as a +3 magical sword in terms of to-hit and damage bonuses as well as the type of creatures it can hit. However, due to its etheric nature, it causes an extra +10 slashing damage against undead creatures. This sword can only be used by the caster and remains in her hand for the duration of the spell or until dispelled.



PROTECTION FROM ACID (ABJURATION)

Level: 5
 Range: Touch
 Duration: 1 turn/level
 Casting Time: 6
 Area of Effect: 1 creature
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all acid-based attacks, whether magical or non-magical, such as Acid Arrow or a creature's special attacks. This effect lasts for the duration of the spell or until dispelled.



PROTECTION FROM ELECTRICITY (ABJURATION)

Level: 5
Range: Touch
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all electrical attacks, whether magical or non-magical, such as Lightning Bolt or certain breath weapons. This effect lasts for the duration of the spell or until dispelled.



PROTECTION FROM NORMAL WEAPONS (ABJURATION)

Level: 5
Range: 0
Duration: 1 round/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all non-magical weapons. This spell cannot be cast on someone who is protected from magical weapons. This effect lasts for the duration of the spell or until dispelled.



SHADOW DOOR (ILLUSION/PHANTASM)

Level: 5

Range: 0

Duration: 1 round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, she has darted aside and can flee, totally invisible (as per the Improved Invisibility spell), for the spell's duration. A True Seeing spell, a gem of seeing, or similar magical means can reveal the wizard.



SHROUD OF FLAME (INVOCATION)

Level: 5

Range: Visual range of the caster

Duration: 1 round/2 levels (special)

Casting Time: 5

Area of Effect: 12-ft. radius

Saving Throw: Neg.

This spell causes a creature to burst into flames if it fails a Save vs. Spell. The creature will burn for 2d6 points of damage every round, and goutts of flame erupt from the burning target, causing any creatures within 12 ft. of the target to take 1d4 points of damage from the flames. Anyone hit by the victim's flames must also make a Save vs. Spell to avoid contracting the shroud themselves. The shroud of flame dissipates if the caster and target are no longer in the same area. This spell is particularly useful in dispersing packs of trolls and frost salamanders.



SPELL IMMUNITY (ABJURATION)

Level: 5

Range: 0

Duration: 1 round/level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

Casting this spell grants the wizard protection from one spell school of her choice. After the spell is cast, the wizard must choose the school she wishes to be protected from. All spells of this school will not be able to harm or aid the caster for the duration of this spell. This includes all spells from this school, including any priest spells that might benefit the caster.



SPELL SHIELD (ABJURATION)

Level: 5

Range: 0

Duration: 3 rounds/level

Casting Time: 8

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard is protected from the next magical attack against her. The spells from which the wizard is protected are Spell Thrust, Secret Word, Breach, Lower Resistance, Pierce Magic, Ruby Ray, Warding Whip, Pierce Shield, and Spellstrike. If one of these spells is cast at the wizard, this spell activates and absorbs the attack. However, this only works once and this spell is consumed in the process. Otherwise, it will last for its duration.



SUMMON SHADOW (CONJURATION/SUMMONING, NECROMANCY)

Level: 5
 Range: Visual range of the caster
 Duration: 1 round + 1 round/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

This spell summons three 4-HD shadows. The shadows will obey the orders of the caster, attacking her enemies or performing tasks until the spell expires or the shadows are slain.



SUNFIRE (INVOCATION)

Level: 5
 Range: 0
 Duration: Instant
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: 1/2

A sunfire is like a fireball—an explosive burst of flame that delivers damage proportional to the level of the wizard who cast it. Sunfire deals 1d6 points of fire damage for each caster level, up to a maximum of 15d6. The wizard gestures with her hand and the entire area around her erupts in flames, striking all except for the caster. Creatures failing their Saves vs. Spell suffer full damage from the blast. Those who roll successful Saving Throws manage to dodge, fall flat, or roll aside, each receiving half damage.

LEVEL 6



ANTIMAGIC SHELL (ABJURATION)

Level: 6
Range: 0
Duration: 1 turn/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell surrounds the caster with an invisible barrier that moves with him. This barrier makes the wizard immune to any magical attacks, but it prevents him from casting spells.

Antimagic Shell also dispels deafness and feeblemindedness in the caster.



CARRION SUMMONS (CONJURATION/SUMMONING)

Level: 6
Range: 120 ft.
Duration: 7 rounds + 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

There are two parts to this spell. First, a small portal opens and summons 1d2 carrion crawlers to a point designated by the wizard. Second, the magic mutates the carrion crawlers into larger, more vicious versions of themselves. The wizard now has control over these creature(s) until they are slain or the spell's duration expires. There is a 35% chance that two carrion crawlers will be summoned instead of one.



CHAIN LIGHTNING (EVOCATION)

Level: 6
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: 1/2

This spell releases a burst of electrical energy at a target; unlike the Lightning Bolt spell, however, once the bolt strikes the initial target, the electricity then jumps to the next nearest creature (friend or foe), losing a small amount of energy with each additional strike until it is expended. The bolt initially inflicts 1d6 Hit Points of electrical damage per level of the caster, to a maximum of 12d6 points of damage. Each jump the bolt makes reduces the damage by 1d6. Each creature that is hit is allowed a Save vs. Spell for half damage.



CONTINGENCY (EVOCATION)

Level: 6
 Range: Visual range of the caster
 Duration: Permanent until triggered
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

Upon casting this spell, the wizard is allowed to choose a spell out of his repertoire of known spells. One spell level every 3 levels of the caster is allowed—up to 6th-level spells at 18th level. Once the spell is chosen, the caster can choose a condition of some kind from the list provided. The starting condition can be anything from reaching 10% of his Hit Points to an enemy being sighted. Once this starting condition is satisfied, the spell that was chosen will be cast automatically.

For example, a 12th-level wizard could place the spell *Stoneskin* in a Contingency with the starting condition being "the wizard reaches 50% of his Hit Points." Once the wizard is reduced to 50% of his Hit Points or below, *Stoneskin* would be immediately cast upon him. This requires no action by the wizard, but happens automatically and instantaneously.

A limitation of this spell is that the target of the spell placed in the contingency must be the caster. Therefore, it should not be an offensive spell, nor can it target any other party members.



DARTS OF BONE (NECROMANCY)

Level: 6

Range: 0

Duration: 5 rounds

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This spell creates nine darts that can be used by the caster and cannot be unequipped so long as the spell is in effect. The darts are +3, do 1d4+3 missile damage, and a creature struck by a dart must save vs. Death or take 2d6 magic damage and have its Strength reduced by 3 for 5 rounds. Strength reduction is noncumulative, and failing a save while the reduction is in effect will not extend its duration. The caster's weapon proficiency with darts (or lack thereof) has no effect on the darts' chances to hit a target.



DEATH FOG (ALTERATION, EVOCATION)

Level: 6

Range: Visual range of the caster

Duration: 15 rounds

Casting Time: 6

Area of Effect: 24-ft. radius

Saving Throw: Special

This spell brings forth a billowing cloud of acidic fog. The thick fog limits movement to 50% of a creature's current movement rate. Exposure to the fog results in increasing amounts of acid damage over time as follows:

1st round: 4 points of damage

2nd round: 8 points of damage

3rd round and later: 16 points of damage

While in the fog, creatures must save vs. Spell every round or suffer -2 to Strength and Dexterity for the duration of that round.



DEATH SPELL (NECROMANCY)

Level: 6

Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 35-ft. radius

Saving Throw: None

This spell snuffs out the lives of creatures in the area of effect. The weaker the creatures, the more are affected. For example, this spell could kill 4-80 goblins within the area of effect, 2-40 lizard men, 2-8 ogres, or 1d4 trolls. This spell does not affect undead creatures. Characters slain by a Death Spell cannot be resurrected—they are gone forever.



DISINTEGRATE (ALTERATION)

Level: 6

Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

The spell makes a creature... vanish. When cast, a green orb shoots forth from the caster to the target, who will be disintegrated unless it makes a Save vs. Spell. This spell works on undead creatures. Disintegrated characters cannot be resurrected—they are gone forever.



FLESH TO STONE (ALTERATION)

Level: 6
Range: Visual range of the caster
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Neg.

This spell turns a creature to stone. The target is allowed a Save vs. Spell to avoid the effect. Petrification can be reversed with the 6th-level wizard spell *Stone to Flesh*. This spell works on cadaverous undead (i.e. zombies and ghouls), but not incorporeal and skeletal undead.



GLOBE OF INVULNERABILITY (ABJURATION)

Level: 6
Range: 0
Duration: 1 round/level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 4th-level wizard spell *Minor Globe of Invulnerability*, except that it protects the caster from 4th-level spells as well.



IMPROVED HASTE (ALTERATION)

Level: 6
 Range: 40 ft.
 Duration: 3 rounds + 1 round/level
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

An affected creature functions at double its normal movement and attack rates and receives a +2 bonus to its initiative. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up.

There are three major differences between the 3rd-level wizard spell Haste and this spell: First, there is no period of fatigue following the expiration of the spell; second, this spell will only affect one creature; third, this spell actually doubles the number of attacks per round of the hastened creature.

This spell also negates the effects of a Slow spell, but it is not cumulative with itself or with other similar magic. Its effects will last for the duration or until dispelled.



INVISIBLE STALKER (CONJURATION/SUMMONING)

Level: 6
 Range: Visual range of the caster
 Duration: 2 hours
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell summons an 8-HD invisible stalker, a creature native to the Elemental Plane of Air. This creature will obey the orders of the caster and remain until the spell duration expires or it is slain.



LICH TOUCH (NECROMANCY)

Level: 6
 Range: Touch
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: Special

This spell confers the powers of a lich's touch and a lich's immunities upon the caster. The wizard gains immunity to paralysis and fear while the spell is in effect, and his hands glow with an unearthly green radiance that does 1d10 cold damage to a target and paralyzes them unless a Save vs. Paralysis is made. This spell has no effect on undead.



MISLEAD (ILLUSION/PHANTASM)

Level: 6
 Range: 0
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

When this spell is cast, the wizard is affected by an Improved Invisibility spell and is teleported a few feet away from his original position. Meanwhile, an exact image of the caster is created where he used to be, with exactly the same Hit Points as the caster. The image cannot perform any actions at all, such as attacking or casting spells. It can, however, move around and act as a decoy for the invisible wizard.

The image will remain under control of the caster until reduced to 0 Hit Points or until affected by Dispel Magic or a spell that reveals illusions, such as True Sight.



MONSTER SUMMONING IV (CONJURATION/SUMMONING)

Level: 6
 Range: 20 ft.
 Duration: 5 rounds + 1 round/level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None

With the casting of this spell the wizard summons 1d3 4th-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



OTILUKE'S FREEZING SPHERE (ALTERATION, EVOCATION)

Level: 6
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 6
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell fires an orb of cold at a creature that inflicts 1d4+2 points of cold damage per level of the caster. If the target makes its Save vs. Spell, however, they have dodged the orb and avoided all damage.



PIERCE MAGIC (ABJURATION)

Level: 6
Range: 40 ft.
Duration: 1 round/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast upon a target creature, there will be two major effects: First, the creature's Magic Resistance, if any, will be lowered by 1% per level of the caster and remain lowered for 1 round per level of the caster. Second, one spell protection of 8th level or lower affecting the creature, if any, will be canceled. For example, if this spell were cast by a 15th-level wizard, the target creature would lose 15% of its Magic Resistance from its current total and one 8th or lower level spell protection affecting the creature would be dispelled.

Spells affected by Pierce Magic are Minor Spell Deflection, Minor Spell Turning, Spell Deflection, Spell Turning, Minor Globe of Invulnerability, Spell Immunity, and Globe of Invulnerability. The target's Magic Resistance, if any, does not affect this spell, nor do any of the spell protections.



POWER WORD, SILENCE (CONJURATION/SUMMONING)

Level: 6
Range: Visual range of the caster
Duration: 2 rounds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

This spell allows the caster to utter one of the words of power. When spoken, Power Word, Silence can be invoked against any creature in

range, preventing them from making a sound. No Saving Throw is allowed.



PROTECTION FROM MAGIC ENERGY (ABJURATION)

Level: 6
Range: Touch
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

When the spell is cast, it confers +100% invulnerability to all magic-based attacks such as Magic Missile or Abi-Dalzim's Horrid Wilting. This effect lasts for the duration of the spell or until dispelled.



PROTECTION FROM MAGICAL WEAPONS (ABJURATION)

Level: 6
Range: 0
Duration: 4 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all magical weapons. This spell cannot be cast on anyone who is protected from normal weapons or anyone who is protected by Mantle, Improved Mantle, or Absolute Immunity. Due to the short casting time and duration, this spell is mainly used to buy the wizard a few rounds in the thick of combat. This effect lasts for 4 rounds or until dispelled.



SHADES (ILLUSION/PHANTASM)

Level: 6
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None

Shades is similar to Shadow Monsters and Demi-Shadow Monsters—it allows the caster to shape material from the Demiplane of Shadow into illusionary creatures. These shadows are tougher than the shadows summoned by Shadow Monsters and Demi-Shadow Monsters, and they will obey the caster until the spell expires or they are slain.



SOUL EATER (NECROMANCY)

Level: 6
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 5
 Area of Effect: 14-ft. radius
 Saving Throw: None

This spell deals 3d8 magic damage to all living creatures within a 14-ft. radius. Any creatures that die as a result of this damage are obliterated, and their essence is transformed into a 3-Hit-Dice skeleton under control of the caster. Also, for each creature that dies in this manner, the caster receives a +1 bonus to Strength, Dexterity, and Constitution for 1 turn. Soul Eater has no effect on undead, constructs, and elemental creatures.



SPELL DEFLECTION (ABJURATION)

Level: 6

Range: 0

Duration: 3 rounds/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

This powerful abjuration spell causes any spells cast against the wizard to be absorbed and consumed. This affects a total of 10 spell levels—including spells cast from scrolls and innate spell-like abilities—but excludes area effects that are not centered directly upon the wizard and area effects that are stationary, such as Cloudkill and Stinking Cloud.

As long as there are levels remaining, the spell will be absorbed. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be absorbed while canceling the spell deflection.

This spell will not protect the caster from Dispel Magic, but it will not be dispelled by Dispel Magic either.



STONE TO FLESH (ALTERATION)

Level: 6

Range: Visual range of the caster

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

This spell turns a petrified creature back to normal. If one of your companions has been turned to stone by a spell or a monster's special ability, this spell will restore them to normal health.



SUMMON NISHRUU (CONJURATION/SUMMONING)

Level: 6
 Range: 25 ft.
 Duration: 1 round/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

By casting *Summon Nishruu*, a wizard calls into existence a magical being of considerable power: the *nishruu*. At first glance, this appears to be some sort of mist, but upon closer examination, this boiling, churning gray mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the *nishruu* feeds on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature, and it will not attack its summoner even though it would like nothing better.

The *nishruu* has no physical attacks at all, although physical attacks can hurt it. Each time a *nishruu* touches a target wizard and wraps its tendrils around him, two things happen: First, all magical items with charges in the possession of the target will be drained by 1 charge, destroying them if only 1 charge was left; second, the wizard loses 1 random spell of the highest level currently memorized. The *nishruu* is completely immune to energy damage, and magic will actually heal it. The creature will remain under the wizard's control until slain or until the spell's duration expires.



TENSER'S TRANSFORMATION (ALTERATION, EVOCATION)

Level: 6
 Range: 0
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

Wizards need not always be wizards—Tenser's Transformation changes the caster into a heroic warrior, doubling the caster's Hit Points and giving him a +4 bonus to Armor Class, a +2 bonus to damage, and one extra attack per round. All damage the caster sustains takes away from the bonus Hit Points first, and his attacks have the same chance to hit as a Fighter of the same level. While transformed, the wizard cannot cast spells.



TROLLISH FORTITUDE (NECROMANCY)

Level: 6
Range: 0
Duration: 2 turns
Casting Time: 6
Area of Effect: The caster
Saving Throw: None

This spell imbues the caster with the resilience of a troll, allowing the caster to regenerate 5 Hit Points per round up to his maximum Hit Points.



TRUE SIGHT (DIVINATION)

Level: 6
Range: 0
Duration: 1 turn
Casting Time: 8
Area of Effect: 235-ft. radius
Saving Throw: None

Instantly and once per round for 1 turn after this spell is cast, all hostile Illusion/Phantasm spells in the area of effect will be dispelled. The spells affected are Blur, Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, Shadow Door, Mislead, Project Image, and Simulacrum. The caster can control whom this spell affects; thus, it

will affect only creatures that are not in the caster's party. A target's Magic Resistance, if any, does not affect this spell.



WYVERN CALL (CONJURATION/SUMMONING)

Level: 6
Range: 30 ft.
Duration: 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard opens up a magical channel that will summon a 7-HD wyvern to his aid. The creature will live and die at his command until the spell's duration expires.

LEVEL 7



ACID STORM (EVOCATION)

Level: 7
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 7
Area of Effect: 24-ft. radius
Saving Throw: 1/2

This spell unleashes an acidic downpour on the area of effect, doing 1d4 Hit Points of damage each round for the first three rounds, 1d6 Hit Points for the next three rounds, and 1d8 Hit Points for each round thereafter. Moving out of the area of effect does not stop the damage—the acid adheres to the skin, and any creatures in the area of effect when Acid Storm is cast continue to suffer damage as long as the spell duration lasts. Creatures make a Save vs. Spell every round after they have been hit by

the cloud—if successful, they only take half damage (for that round only).



CACOFIEND (CONJURATION/SUMMONING)

Level: 7
Range: 35 ft.
Duration: 15 rounds
Casting Time: 9
Area of Effect: Special
Saving Throw: None

When this spell is cast, it teleports in a powerful fiend that will go on a rampage and attack everything in sight. Anyone under the effects of a Protection From Evil spell or scroll will not be targeted by the fiend. This is a dangerous spell to invoke, best saved for desperate times.



CONTROL UNDEAD (NECROMANCY)

Level: 7
Range: 40 ft.
Duration: 6 rounds + 1 round/level
Casting Time: 7
Area of Effect: 1d4 creatures
Saving Throw: Special

The Control Undead spell allows the caster to take control of undead creatures within the area of effect. This creates a telepathic link between the caster and the undead, allowing complete control. If the undead have 3 or fewer Hit Dice, then there is no Saving Throw allowed; however, if they have 4 or more Hit Dice, a Save vs. Spell is allowed to negate the effect. The undead remain under the control of the caster for the duration of the spell or until they are affected by Dispel Magic.



DELAYED BLAST FIREBALL (INVOCATION/EVOCATION)

Level: 7
 Range: 40 ft.
 Duration: Special
 Casting Time: 7
 Area of Effect: 18-ft. radius
 Saving Throw: 1/2

This spell creates a fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks within 14 ft., at that point, it will explode, dealing 15d6 points of fire damage. Victims are allowed a Save vs. Spell for half damage.



FINGER OF DEATH (NECROMANCY)

Level: 7
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Special

The caster utters the Finger of Death incantation, points her index finger at the creature to be slain, and unless the victim makes a Save vs. Spell, the victim dies instantly. Even if the save is successful, however, the brush with death still inflicts 2d8+1 points of magic damage. Characters slain by Finger of Death cannot be resurrected—they are gone forever.



IMPROVED CHAOS SHIELD (ABJURATION) [WILD MAGE ONLY]

Level: 7
Range: 0
Duration: 2 hours
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

Improved Chaos Shield increases a Wild Mage's chance to gain a favorable result when a wild surge occurs. Every time a roll is made on the wild surge chart, an extra 25 is added to the dice roll. When Nahal's Reckless Dweomer is cast, the bonus from Improved Chaos Shield stacks with the Wild Mage's level bonus.



KHEL BEN'S WARDING WHIP (ABJURATION)

Level: 7
Range: 20 ft.
Duration: 3 rounds
Casting Time: 7
Area of Effect: Special
Saving Throw: None

When this spell is cast, it dispels one spell protection of up to 8th level affecting the target creature. Every round thereafter till the duration of the spell expires, another spell protection will be removed from the target. This will always remove the highest-level spell protection affecting the target; if more than one same-level protection is active on the target simultaneously, one of them will be randomly chosen and dispelled. The target's Magic Resistance, if any, does not affect this spell.

The spells affected by Khelben's Warding Whip are Minor Spell Turning, Minor Globe of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Deflection, and Spell Shield.



LIMITED WISH (CONJURATION/SUMMONING, INVOCATION/EVOCATION)

Level: 7
Range: 0
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: None

Limited Wish is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of Limited Wish will not substantially change major realities. The spell can, for example, restore some Hit Points lost by the wizard. Greedy desires usually end in disaster for the wisher.

The wiser the wizard, the better chance that she will choose the right wording. Wizards with low Wisdom will more often than not meet with disaster when asking for a wish.



MALAVON'S RAGE (EVOCATION)

Level: 7
Range: 0
Duration: Instant
Casting Time: 1
Area of Effect: 15-ft. radius
Saving Throw: 1/2

Malavon's Rage was created by the dark elf sorcerer Malavon. It shoots darts of pure energy out from the caster's body in all directions, harming

friend and foe alike. The small wedges of magic do 20d4 points of piercing damage (save vs. Spell for half) to everything caught in their path. This spell is especially useful when a wizard is surrounded by enemies.



MANTLE (ABJURATION)

Level: 7
Range: 0
Duration: 4 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons of +2 or lower enchantment. This spell is incredibly powerful, yet has a very short duration, and this, combined with its very short casting time, makes Mantle useful only in the thick of intense combat. This spell will not work in conjunction with Protection From Magical Weapons. This effect lasts for the duration of the spell or until dispelled.



MASS INVISIBILITY (ILLUSION/PHANTASM)

Level: 7
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 7
Area of Effect: 30-ft. radius
Saving Throw: None

Upon casting this spell, the wizard causes all friendly creatures within the area of effect to be affected by the spell Improved Invisibility. This spell is similar to the Invisibility spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. However, telltale traces—a shimmering—allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable

when specifically looked for (after the invisible character has made her presence known).

Invisible characters make Saving Throws with a +4 bonus, and attacks against them suffer a -4 penalty to hit.



MONSTER SUMMONING V (CONJURATION/SUMMONING)

Level: 7

Range: 20 ft.

Duration: 6 rounds + 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

With the casting of this spell the wizard summons 1d3 5th-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



MORDENKAIEN'S SWORD (EVOCATION)

Level: 7

Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

This spell summons a shimmering sword of force that can be mentally wielded by the caster. It strikes as if it were being used by a Fighter at half the level of the caster, and despite the fact it is held in the hand, it can hit creatures anywhere within the sight of the caster. Although the sword has no bonus to attack, it can hit creatures normally hit only by +2 weapons or lower and inflicts 5d6 points of slashing damage with every strike.



POWER WORD, STUN (CONJURATION/SUMMONING)

Level: 7
 Range: Visual range of the caster
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When Power Word, Stun is uttered, the targeted creature is stunned for a duration depending on its current Hit Points:

- Below 31: 4d4 rounds
- 31 to 60: 2d4 rounds
- 61 to 90: 1d4 rounds
- 91 or more: Unaffected

Because the spell checks the creature's current Hit Points, not its maximum, even the toughest creature can be affected by this spell if it is wounded.



PRISMATIC SPRAY (CONJURATION/SUMMONING)

Level: 7
 Range: 0
 Duration: Instant
 Casting Time: 7
 Area of Effect: 47-ft. cone with 90-deg. arc
 Saving Throw: Special

This spell causes shimmering rays of light to flash from the wizard's hand in a 47-ft. cone. Any creature touched by the rays may be inflicted with a random effect depending on the color (see below), but any creature with fewer than 8 Hit Dice is blinded for 5 rounds regardless of any additional effect. The colors of the prismatic spray do the following:

- Red: 20 magic damage (save vs. Spell for half)
- Orange: 40 magic damage (save vs. Spell for half)
- Yellow: 80 magic damage (save vs. Spell for half)
- Green: Save vs. Poison or die—survivors still take 20 poison damage
- Blue: Save vs. Petrification or turn to stone
- Indigo: Save vs. Wand or go insane



PROJECT IMAGE (ILLUSION/PHANTASM)

Level: 7
 Range: 0
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None

When this spell is cast, an illusionary copy of the caster steps out of her body. This copy has the same Hit Points and can cast the same spells as the original caster; however, it cannot make any physical attacks. As long as the image is in existence, the original caster is rooted to the ground and only her projected image can move around; if the image is destroyed, the spell ends and the original caster can move again. Also, if during this time the caster takes any damage, the image will disappear and the caster can move around again. Otherwise, the image will remain for the duration of the spell or until affected by Dispel Magic or anything that reveals illusions, such as True Sight.



PROTECTION FROM THE ELEMENTS (ABJURATION)

Level: 7
 Range: Touch
 Duration: 1 round/level
 Casting Time: 7
 Area of Effect: 1 creature
 Saving Throw: None

When the spell is cast, it confers +75% resistance to all elemental attacks—such as fire, cold, and electricity, whether magical or non magical—from spells, weapons, wands, breath weapons, etc. The effect of a Protection From The Elements spell lasts 1 round per level of the caster or until dispelled.



RUBY RAY OF REVERSAL (ALTERATION)

Level: 7
Range: 40 ft.
Duration: Instant
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it dispels one spell protection of any level affecting the target creature. This will always remove the highest-level spell protection affecting the target; if more than one same-level protection is active on the target simultaneously, one of them will be randomly chosen and dispelled. The target's Magic Resistance, if any, does not affect this spell.

The spells affected by Ruby Ray Of Reversal are Minor Spell Turning, Minor Globe of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Shield, Spell Deflection, and Spell Trap.



SEVEN EYES (ABJURATION)

Level: 7
Range: 0
Duration: 2 turns
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

This spell conjures forth seven magical orbs that float in a ring above the caster's head. Each eye has a defensive and offensive ability, though once either one is used, the eye will lose its power. The powers of each eye are described below.

Eye of the Mind: This orb protects the caster against mental attacks such as charm, emotion, and fear. The eye can be expended as the 1st-level wizard spell *Charm Person*, bringing a humanoid creature under the caster's control for 1 turn (Save vs. Spell negates).

Eye of the Sword: This eye deflects the first physical damaging attack that strikes the caster. The eye may be expended as the 1st-level wizard spell *Magic Missile*, creating up to 5 missiles (one for every two levels of experience besides the first) that each strike a target for 1d4+1 magic damage.

Eye of the Mage: This eye absorbs one manifestation of fire, electrical, cold, or acid damage. The eye can also be expended as the 3rd-level wizard spell *Lightning Bolt*, dealing 1d6 electrical damage per level (capped at 10d6) to all creatures in its path.

Eye of Venom: This eye halts any one attack or effect that could poison the caster. The eye can also be expended as the 4th-level priest spell *Poison*, dealing 20 points of damage to one creature over a period of 20 seconds (Save vs. Poison negates).

Eye of the Spirit: This eye blocks one instant-death magic attack (*Death Spell*, *Finger of Death*, *Power Word, Kill*, *Slay Living*, *Destruction*). The wizard may instead choose to expend the eye's power as the 2nd-level wizard spell *Ray of Enfeeblement*, dropping a target's Strength to 5 (Save vs. Spell negates).

Eye of Fortitude: This eye blocks one stunning, deafness, blindness, or silence effect. It may alternatively be expended as the 4th-level wizard spell *Shout*, dealing 4d6 magic damage and deafening creatures within a 35-ft. cone (Save vs. Spell halves damage and negates deafness).

Eye of Stone: This eye shields the caster from a single petrification attack. It can also be used as the 3rd-level wizard spell *Hold Person*, rendering humanoids of man-size or smaller immobile for 1 round/level (Save vs. Spell negates).



SPELL SEQUENCER (INVOCATION/EVOCATION)

Level: 7

Range: 0

Duration: Permanent until activated

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell allows a wizard to store three spells and activate them all at the same time from her Special Abilities menu. All spells must be of 4th level or lower. To create a sequencer, a wizard must memorize not only Spell Sequencer but the spells she intends to store in it (a Sorcerer can store spells of any level for which she still has spell slots). After casting Spell Sequencer, the player will be prompted to choose the sequenced spells from those she has memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Abilities icon also disappears until the next time a sequencer is formed. A wizard can possess only one Spell Sequencer at a time, and it cannot be given to other characters.



SPELL TURNING (ABJURATION)

Level: 7

Range: 0

Duration: 3 rounds/level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This powerful abjuration spell causes the spells cast against the wizard to rebound upon the original caster. This affects a total of 12 spell levels—including spells cast from scrolls and innate spell-like abilities—but excludes area effects that are not centered directly upon the wizard and

area effects that are stationary, such as Cloudkill and Stinking Cloud.

As long as there are levels remaining, the spell will be reflected. For example, if there is only 1 level left and a 3rd-level spell is cast at the wizard, the spell will be reflected while canceling the Spell Turning.

This spell will not protect the caster from Dispel Magic, but it will not be dispelled by Dispel Magic either.



SPHERE OF CHAOS (ALTERATION)

Level: 7

Range: 30 ft.

Duration: 1 turn

Casting Time: 7

Area of Effect: 30-ft. radius

Saving Throw: Neg.

All enemies within the area of effect must make a Save vs. Spell every round that they remain in the sphere. If the Saving Throw is failed, one of the following random effects occurs:

- Target is polymorphed into a squirrel for 9 seconds (10%)
- Target confused for 9 seconds (10%)
- Target bursts into flames, suffering 3d6 damage (10%)
- Target is paralyzed for 9 seconds (10%)
- Target is disintegrated (10%)
- Target is healed 20 Hit Points (10%)
- Target is randomly teleported (10%)
- Target is rendered unconscious for 9 seconds (20%)
- Target is hasted for 9 seconds (10%)



SUFFOCATE (ALTERATION)

Level: 7
 Range: Visual range of the caster
 Duration: 4 rounds
 Casting Time: 7
 Area of Effect: 14-ft. radius
 Saving Throw: Special

This spell draws the breath out of all creatures within the area of effect. Creatures that do not breathe are unaffected. Suffocating creatures suffer -4 to Armor Class, -4 to hit, -6 to Dexterity, one less attack per round, half movement rate, and take 4d8 points of magic damage per round. A successful Save vs. Spell negates all effects but 2d8 points of damage for one round. The effects begin to fade when the creature moves out of the area of effect, although it can take a round for a character to catch their second wind.



SUMMON DJINNI (CONJURATION/SUMMONING)

Level: 7
 Range: 25 ft.
 Duration: 1 round/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

With this spell, the wizard can cajole a djinni—a massive genie with powerful abilities—to leave the Elemental Plane of Air and enter the Prime Material. The djinni will serve the caster for the duration of the spell, attacking her enemies. Wizards are warned to be careful of this spell, for a mistreated djinni will turn on her master at the first viable opportunity.



SUMMON EFREETI (CONJURATION/SUMMONING)

Level: 7
 Range: 25 ft.
 Duration: 8 rounds + 1 round/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

With this spell, the wizard can cajole an efreeti—a massive genie with powerful abilities—to leave the Elemental Plane of Fire and enter the Prime Material. The efreeti will serve the caster for the duration of the spell, attacking her enemies. Wizards are warned to be careful of this spell, for a mistreated efreeti will turn on her master at the first viable opportunity.



SUMMON HAKEASHAR (CONJURATION/SUMMONING)

Level: 7
 Range: 25 ft.
 Duration: 8 rounds + 1 round/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell is similar to the 6th-level wizard spell *Summon Nishruu*. The hakeashar, in fact, is a more powerful version of the nishruu, with more Hit Points, better attacks, and immunity to normal weapons.

By casting the *Summon Hakeashar* spell, the wizard calls into existence a magical being of considerable power: the hakeashar. At first glance, this appears to be some sort of mist, but upon closer examination, this boiling, churning red mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the hakeashar feeds on the energies surrounding and used by wizards. Luckily, there is no question as

to the loyalty of the creature, and it will not attack its summoner even though it would like nothing better.

The hakeashar has no physical attacks at all, although physical attacks can hurt it. Each time a hakeashar touches a target wizard and wraps its tendrils around her, two things happen: First, all magical items with charges in the possession of the target will be drained by 1 charge, destroying them if only 1 charge was left; second, it causes the wizard to lose 1 random spell of the highest level currently memorized. The hakeashar is completely immune to magic, and magic will actually heal it. The creature will remain under the wizard's control until slain or the spell's duration expires.

LEVEL 8



ABI-DALZIM'S HORRID WILTING (NECROMANCY)

Level: 8

Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: 35-ft. radius

Saving Throw: 1/2

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 damage per level of the caster. Affected creatures are allowed a Save vs. Spell for half damage. Water-dwelling creatures are instantly destroyed if they fail their Saving Throws. They take half damage if successful.



BIGBY'S CLENCHED FIST (EVOCATION)

Level: 8
 Range: 35 ft.
 Duration: 4 rounds
 Casting Time: 8
 Area of Effect: 1 creature
 Saving Throw: Special

This spell causes a giant disembodied hand to squeeze and constrict the target once per round for up to 4 rounds. In the first round, it smashes the target for 3d6 crushing damage with no save, and the target is held. In the second round, the target can save vs. Paralysis at -2 to escape. If they fail to save, the hand does 4d6 damage. In the third round, the target can save vs. Paralysis with no penalty. If they make the save, they are free to move; if they fail, the spell does 6d6 damage and holds them for 2 rounds. After the fourth round, the spell is finished. Magic Resistance will stop the spell.



GREAT SHOUT (INVOCATION)

Level: 8
 Range: 0
 Duration: Instant
 Casting Time: 1
 Area of Effect: 35-ft. cone with 15-deg. arc
 Saving Throw: 1/2

Upon uttering the Great Shout, the caster releases a stunning force from his mouth in a 35-ft. cone. The Great Shout is extremely taxing and dangerous to the user. The shout drains 2d4 Hit Points from the caster, and he must make a Save vs. Spell or fall unconscious for a turn. Creatures 5 Hit Dice and under caught within the Great Shout instantly die. All other creatures within the area of effect must save vs. Spell. Those who fail the save are stunned for 2 rounds, deafened for 4 rounds, and

suffer 4d12 points of magic damage. Those who make the save are stunned for 1 round, deafened for 2 rounds, and suffer 2d12 points of magic damage.



IMPROVED MANTLE (ABJURATION)

Level: 8
Range: 0
Duration: 4 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons of +3 or lower enchantment. This spell is incredibly powerful, yet has a very short duration, and this, combined with its very short casting time, makes Improved Mantle useful only in the thick of intense combat. This spell will not work in conjunction with Protection From Magical Weapons. This effect lasts for the duration of the spell or until dispelled.



INCENDIARY CLOUD (EVOCATION)

Level: 8
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 8
Area of Effect: 18-ft. radius
Saving Throw: 1/2

This spell creates a billowing cloud of roaring flame. Any in the area of the spell must leave the cloud immediately or suffer 1d4 points of fire damage per level of the caster each round while in the area of effect, with a Save vs. Spell for half.



IRON BODY (ALTERATION)

Level: 8
Range: 0
Duration: 2 turns
Casting Time: 8
Area of Effect: The caster
Saving Throw: None

This spell transforms the caster's body into living iron, granting him several powerful resistances and abilities. While the spell is in effect, the caster is 100% resistant to electricity and poison, 50% resistant to fire, and 25% resistant to crushing damage. Spells that affect respiration or the physiology of the caster are ignored. In addition, the caster's Strength is raised to 25, and the caster can attack twice per round with iron fists for 2d4 points of damage plus appropriate Strength bonuses.

Unfortunately, the caster's movement becomes slow and awkward, setting his movement rate to 25% of his normal, and he cannot cast spells while Iron Body is in effect.



MAZE (CONJURATION/SUMMONING)

Level: 8
Range: Touch
Duration: Special
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

An extradimensional space is brought into being upon utterance of a Maze spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is totally dependent upon its Intelligence:

- Less than 3: 2d4 turns
- 3 to 5: 1d4 turns
- 6 to 8: 5d4 rounds
- 9 to 11: 4d4 rounds
- 12 to 14: 3d4 rounds
- 15 to 17: 2d4 rounds
- 18 and up: 1d4 rounds

Note that if the 9th-level spell *Freedom* is cast in the area where a creature is mazed, it will effectively bring him back to this plane, ending the spell prematurely. Note that a mazed creature is not freed through *Dispel Magic*. This spell has no effect on minotaurs.



MIND BLANK

(ABJURATION)

Level: 8
 Range: 0
 Duration: 24 hours
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None

In the interests of one's self-control and privacy, *Mind Blank* shields a creature's mind from almost any mental effect—*Charm*, *Command*, *Domination*, *Fear*, *Feeblemind*, *Maze*, and any scrying by crystal balls or other divination methods.



MONSTER SUMMONING VI

(CONJURATION/SUMMONING)

Level: 8
 Range: 20 ft.
 Duration: 7 rounds + 1 round/level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None

With the casting of this spell the wizard summons 1d3 6th-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



PIERCE SHIELD (ABJURATION)

Level: 8
Range: 40 ft.
Duration: 1 round/level
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it launches a massive attack on an enemy wizard's spell defenses. First, the target's Magic Resistance will be lowered by $10\% + 1\%$ per level of the caster and remain lowered for 1 round per level of the caster. This cannot be dispelled. Second, Pierce Shield will cancel one spell protection of any level. For example, if this spell were cast by a 15th-level wizard, the target creature would lose 25% Magic Resistance and one spell protection if it currently has one.

Spells affected by Pierce Shield include Minor Spell Deflection, Minor Spell Turning, Spell Deflection, Minor Globe of Invulnerability, Spell Immunity, Globe Of Invulnerability, Spell Turning, Spell Shield, and Spell Trap. Magic Resistance does not affect this spell, nor do any of the spell protections.



POWER WORD, BLIND (CONJURATION)

Level: 8
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 1
Area of Effect: 8-ft. radius
Saving Throw: None

This spell blinds all enemy creatures within the area of effect for 1 turn or until dispelled. Blind creatures suffer a -4 penalty to their Armor Class and chance to hit.



PROTECTION FROM ENERGY (ABJURATION)

Level: 8
Range: Touch
Duration: 1 round/level
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

When the spell is cast, it confers +75% immunity against all energy attacks—such as fire, cold, acid, magic, and electricity, whether from magical or non-magical sources—such as spells, weapons, wands, breath weapons, etc. This excludes any physical attacks and spell-created weapons, such as Enchanted Weapon and Spiritual Hammer. In other words, any physical damage, such as piercing, crushing, or slashing, will get through. This effect lasts for the duration of the spell or until dispelled.



SIMULACRUM (ILLUSION/PHANTASM)

Level: 8
Range: 0
Duration: 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

A duplicate of the caster is created with this spell. The duplicate is almost identical to the caster, making it a very powerful ally. It is created at 50% of the caster's level and has all the spells and abilities that the caster would have at that level. It also has 75% of the caster's Hit Points and is fully under his control.



SPELL TRIGGER (INVOCATION/EVOCATION)

Level: 8
 Range: 0
 Duration: Permanent
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

This spell allows a wizard to store spells in a magical ability (accessed via the Special Abilities menu) that is created by the spell. This item, the trigger, can store three spells to be released simultaneously, all of which must be of 6th level or lower. A wizard can only possess one spell trigger at a time, and the trigger cannot be given to other characters. Once the spell trigger is used, the icon will disappear from the Special Abilities button.



SUMMON FIEND (CONJURATION/SUMMONING)

Level: 8
 Range: Visual range of the caster
 Duration: 15 rounds
 Casting Time: 9
 Area of Effect: None
 Saving Throw: None

More powerful than the 7th-level variant, casting this Cacofiend spell summons a frenzied demon or devil. This fiend will attack everyone in the area who is not protected by a Protection From Evil spell. Only desperate or suicidal wizards use this spell.



SYMBOL, DEATH (CONJURATION/SUMMONING)

Level: 8
 Range: 70 ft.
 Duration: Special
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a Save vs. Death or die. Creatures with more than 60 current Hit Points are immune to this effect.



SYMBOL, FEAR (CONJURATION/SUMMONING)

Level: 8
 Range: 70 ft.
 Duration: Permanent until triggered
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a Save vs. Spell at a -4 penalty or be affected by fear for 2 rounds + 1 round for every 3 levels of the caster.



SYMBOL, STUN (CONJURATION/SUMMONING)

Level: 8
 Range: 70 ft.
 Duration: Special
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a Save vs. Spell at a -4 penalty or be stunned for 2 rounds + 1 round for every 3 levels of the caster.

LEVEL 9



ABSOLUTE IMMUNITY (ABJURATION)

Level: 9
 Range: 0
 Duration: 4 rounds
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons except for those of greater than +5 enchantment. This spell is incredibly powerful, hence the short duration. However, the casting time is also very short, making this spell incredibly useful in the thick of combat, where buying a few seconds can mean the difference between life or death. It is important to note that this spell does not work in combination with Protection From Magical Weapons. This spell lasts for the duration

or until dispelled.



BIGBY'S CRUSHING HAND (EVOCATION)

Level: 9

Range: 35 ft.

Duration: 3 rounds

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a huge, disembodied fist that crushes the target and attempts to pin her to the ground. In the first round, the spell does 2d10 crushing damage, and the victim must save vs. Paralysis at -4 to avoid being held. In the second round, the victim must save vs. Paralysis at -2 or suffer 3d10 damage and be held again. In the third and final round, the victim can save vs. Paralysis with no penalty; if she fails, the hand does 4d10 damage and disappears.



BLACK BLADE OF DISASTER (EVOCATION)

Level: 9

Range: 0

Duration: 18 rounds

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell enables the caster to create a black, blade-shaped planar rift about three feet long. It jumps into the caster's hand and is used as a normal sword, remaining there for the duration of the spell. The caster is considered to be proficient to the point of Grand Mastery in this weapon. The sword acts as a +5 weapon and deals 2d12 damage to its victims. Also, every time it hits a target, the victim must make a Save vs. Death at +4 or be disintegrated. There is also a 10% chance with every hit that the sword drains 4 levels from the target and heals the wielder 20 Hit Points.



CHAIN CONTINGENCY (EVOCATION)

Level: 9

Range: 0

Duration: Permanent until triggered

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

Chain Contingency channels some of the magical energy of the wizard and releases it only under certain circumstances. Basically, the wizard chooses three spells to be released under a certain condition, such as seeing an enemy or being hit. When this condition occurs, all three spells are cast immediately. Unlike the 6th-level Contingency spell, the wizard can set the target to be herself, the last creature to hit her, or the nearest enemy. Spells of 8th level or lower can be used in the contingency.



ENERGY DRAIN (NECROMANCY)

Level: 9

Range: Touch

Duration: Permanent

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

Casting this spell opens a channel between the caster's plane and the Negative Energy Plane. The caster acts as a conduit between the two planes, sucking life from a victim and transferring it to the Negative Energy Plane, draining her of 2 levels of experience. The target of this spell loses levels, Hit Dice, Hit Points, and abilities permanently. These levels can only be restored by a priest's Restoration spell. This spell has no effect on undead, constructs, or extraplanar creatures. It can only be cast by evil-aligned characters.



FREEDOM (ABJURATION)

Level: 9
Range: 0
Duration: Instant
Casting Time: 9
Area of Effect: Current area
Saving Throw: None

This spell cancels the effects of the spell Maze and returns any characters trapped in the labyrinth of planes. Cast this in an area where you know someone is mazed and they will be released.



GATE (CONJURATION/SUMMONING)

Level: 9
Range: 30 ft.
Duration: 33 rounds
Casting Time: 9
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster calls an outer-planar creature, the pit fiend, to attack her foes—as well as herself, if she's not careful. The caster must use a Protection From Evil spell on herself (and comrades) to keep the devil from noticing her. If the caster fails to protect herself in this manner, the pit fiend will tear the caster and her companions apart piece by piece, then feast on the remains. Gate can only be cast by evil-aligned characters.



METEOR SWARM (EVOCATION)

Level: 9
 Range: Visual range of the caster
 Duration: 4 rounds
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: None

When the caster utters the words to this powerful spell, she calls upon powerful forces indeed. These forces pull down meteors from above, hurling them randomly at anyone in the area of effect. Anyone caught in the destructive path of the meteors—whether friend or foe—will suffer 4d10 points of fire damage per round until the spell's duration runs out. The caster is well advised to be careful in her use of this spell.



MONSTER SUMMONING VII (CONJURATION/SUMMONING)

Level: 9
 Range: 20 ft.
 Duration: 7 rounds + 1 round/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

With the casting of this spell, the wizard summons 1d2 7th- or 8th-level monsters. These appear within spell range and can be commanded to attack the caster's opponents until the spell duration expires or the monsters are slain.



POWER WORD, KILL (CONJURATION/SUMMONING)

Level: 9
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 1
 Area of Effect: 12-ft. radius
 Saving Throw: None

Power Word, Kill is perhaps the deadliest word of power. It kills up to two enemies with 31 to 60 Hit Points or a group of enemies with 30 or fewer Hit Points, up to a maximum of 120 Hit Points. The Hit Point checks are done against a creature's current Hit Points, not their maximum, so it will affect extremely tough creatures that have been wounded.



SHAPECHANGE (ALTERATION)

Level: 9
 Range: 0
 Duration: 1 hour
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

For the duration of this spell, the wizard can assume the forms of several powerful creatures: the mind flayer, the iron golem, the giant troll, the greater werewolf, the fire elemental, the earth elemental, and the water elemental. The spellcaster can switch between her new forms at will. Thus, she can change into a mind flayer to devour the brains of her opponents and then become an earth elemental to crush her foes. These creatures have whatever Hit Points the wizard had at the time of the shapechange.



SPELL TRAP

(ABJURATION)

Level: 9

Range: 0

Duration: 18 rounds

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

This powerful spell creates a barrier of magical protection around the spellcaster. Every spell that hits the barrier is absorbed by the power of the spell trap—making the caster recall a previously cast spell. For example, if a wizard shields herself with Spell Trap and is then hit by a Flame Arrow (3rd-level spell), she gets three spell levels back—she will regain one spell up to 3rd level in power.

The spell trap provides 30 levels of protection (i.e. ten Flame Arrows or five Fingers of Death). The spell trap can absorb any level of spell, from one to nine. It does not work against area-effect spells.



SPELLSTRIKE

(ABJURATION, ALTERATION)

Level: 9

Range: 80 ft.

Duration: Instant

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast at a target creature, it will dispel all of the magical protections that surround that creature. This includes Minor Spell Turning, Minor Globe of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Shield, Spell Deflection, and Spell Trap. The target's Magic Resistance, if any, does not affect this spell.



TIME STOP (ALTERATION)

Level: 9
Range: 0
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: None

Upon casting a Time Stop spell, the wizard causes the flow of time to stop briefly in the area of effect. Inside the sphere, the caster is free to act for 3 rounds of apparent time while all other creatures are frozen in their actions, for they are literally between ticks of the clock. The spell's duration is subjective to the caster. Nothing can enter the area of effect without being stopped in time also. When the spell's duration ceases, the wizard is again operating in normal time. Note that all spells cast during the Time Stop will take effect immediately after time returns to normal.



WAIL OF THE BANSHEE (NECROMANCY)

Level: 9
Range: 0
Duration: Instant
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (groaning spirit). Everyone in the area of effect hears the awful cry. Those who fail a Save vs. Death die instantly. The caster and companions are immune to the effects of the wail.



Wish (CONJURATION/SUMMONING, INVOCATION/EVOCATION)

Level: 9
Range: 0
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

Wish is a more potent version of the Limited Wish spell. It will fulfill literally the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. Greedy desires usually end in disaster for the wisher.

The wiser the wizard, the better chance that she will choose the right wording. Wizards with low Wisdom will more often than not meet with disaster when asking for a wish.

PRIEST SPELLS

LEVEL 1



ARMOR OF FAITH (ABJURATION)

Level: 1
Sphere: Protection
Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The caster of Armor of Faith receives significant protection against melee, ranged, and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster. At 1st level, the damage resistance is increased by 5%, and it improves by 5% every 5 levels of the caster: For example, a 20th-level priest would have +25% damage resistance if protected by this spell.



BLESS (CONJURATION/SUMMONING)

Level: 1
Sphere: All
Range: 40 ft.
Duration: 6 rounds
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: None

Upon uttering the Bless spell, the caster raises the morale of friendly creatures by +1. Furthermore, it raises their attack and damage rolls by

+1. The caster determines at what range (up to 40 ft.) the spell will be cast. At the instant the spell is completed, it affects all creatures in a 30-ft. radius centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effects; those entering the area after the casting is completed are not).



CAUSE LIGHT WOUNDS (NECROMANCY)

Level: 1
Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: 1/2

By casting this spell and touching a creature, the priest deals 8 points of damage (save vs. Spell for half) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by good-aligned characters.



COMMAND (ENCHANTMENT/CHARM)

Level: 1
Sphere: Charm
Range: Visual range of the caster
Duration: 1 round
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

This spell enables the priest to command another creature to "die" (sleep) for a single round. At the end of the round, the creature awakens and is unharmed. Creatures with 6 or more Hit Dice are entitled to a Save vs. Spell to ignore the command.



CURE LIGHT WOUNDS (NECROMANCY)

Level: 1
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

By casting this spell and laying his hand upon a creature, the priest heals 8 Hit Points to the creature's body and cures intoxication. This spell has no effect on undead, constructs, or extraplanar creatures.



CURSE (CONJURATION/SUMMONING)

Level: 1
 Sphere: All
 Range: Visual range of the caster
 Duration: 6 rounds
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: None

When uttering the Curse spell, the caster lowers the morale of enemy creatures and any Saving Throws and attack rolls they make by 1. At the instant the spell is completed, it affects all creatures in a 30-ft. radius centered on the point selected by the caster. Affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not.



DETECT EVIL (DIVINATION)

Level: 1

Sphere: All

Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: Visual range of the caster

Saving Throw: None

This spell discovers emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.



DOOM (ALTERATION)

Level: 1

Sphere: Charm

Range: 25 ft.

Duration: 1 turn

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a -2 penalty to its attack rolls and Saving Throws. There is no Saving Throw for this spell.



ENTANGLE (ALTERATION)

Level: 1
 Sphere: Plant
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 4
 Area of Effect: 24-ft. radius
 Saving Throw: Neg.

When this spell is cast, grasses, weeds, bushes, and even trees wrap, twist, and entwine about any creatures within the area of effect, holding them fast for the duration of the spell. A successful Save vs. Spell avoids entanglement. Entangled creatures can still attack, even though they cannot move.



EXPEDITIOUS RETREAT (ALTERATION)

Level: 1
 Range: 0
 Duration: 3 rounds
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None

This spell doubles the caster's normal speed for a short period of time... usually long enough to escape. Other movement-altering effects, such as Haste and Slow, cannot affect the caster while this spell is in effect. While Expeditious Retreat is active, the caster cannot attack, cast spells, or use any items or special abilities... she can only run.



MAGICAL STONE (ENCHANTMENT)

Level: 1
 Sphere: Combat
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: None

By using this spell, the priest can temporarily enchant a small pebble, which is then hurled or slung at an opponent. The stone deals 3d4 points of crushing damage to whomever it hits except undead creatures, who take 6d4 points of crushing damage instead. The stone is considered a magical weapon, although it does not have an attack or damage bonus.



PROTECTION FROM EVIL (ABJURATION)

Level: 1
 Sphere: Protection
 Range: Touch
 Duration: 3 rounds/level
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, a magical barrier forms around the recipient and moves with him. The barrier has three effects: First, it bestows a +2 bonus to the recipient's Armor Class and Saving Throws against attacks from evil-aligned opponents; second, it prevents summoned fiends from attacking the recipient; third, it makes the recipient immune to charm-based spells or effects (e.g. Charm Person, Charm Person or Mammal, Domination, and so on).



REMOVE FEAR (ABJURATION)

Level: 1
Sphere: Charm
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 1
Area of Effect: 30-ft. radius
Saving Throw: None

The priest instills courage in the spell's recipients, raising their morale to its highest. The recipients' morale will gradually reset to normal as the spell's duration runs out. If the recipients are affected by magical fear, this is negated.



SANCTUARY (ABJURATION)

Level: 1
Sphere: Protection
Range: 0
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

When the priest casts a Sanctuary spell, it causes all of his opponents to ignore his existence as if he were invisible. While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but can use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to bless himself. The priest cannot cast spells on other creatures without ending the spell.



SHILLELAGH (ALTERATION)

Level: 1
 Sphere: Combat, Plant
 Range: 0
 Duration: 4 rounds + 1 round/level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

This spell enables the caster to create a magical club that grants a +1 bonus to attack rolls and inflicts 2d4 points of damage. The club's enchantment level is +1 for determining which creatures it can hit. Strength, proficiency, and specialization bonuses and penalties apply normally.



SUNSCORCH (INVOCATION)

Level: 1
 Sphere: Sun
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: Special

When this spell is cast, a brilliant ray of scorching heat slants down from the sky and strikes one target of the caster's choice. Any creature struck by the ray takes 1d6 points of damage, plus 1 point per level of the caster; however, if the target is an undead creature or a monster vulnerable to bright light, the damage is 1d6, plus 2 points per level of the caster. In addition to sustaining damage, victims are also blinded for 3 rounds. The victim is allowed a Save vs. Spell for half damage and to avoid the blindness.

LEVEL 2



Aid

(NECROMANCY, CONJURATION)

Level: 2

Sphere: Necromantic

Range: Touch

Duration: 1 round+ 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

The recipient of this spell gains the benefits of a Bless spell (+1 to attack rolls and Saving Throws) and 1d8 bonus Hit Points for the duration of the spell. These bonus Hit Points can exceed a character's maximum Hit Points, but they are lost when the recipient takes damage and cannot be regained by curative magic.



ALICORN LANCE

(INVOCATION)

Level: 2

Sphere: Combat

Range: Visual range of the caster

Duration: Instant

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a silver-hued, partially ethereal lance shaped in the form of an alicorn (a unicorn horn). The caster chooses a target, and the alicorn lance instantaneously fires at it, inflicting 3d6 points of piercing damage with a Save vs. Spell for half. Although the alicorn lance dissipates after it strikes, it always leaves a silvery radiance around the target that makes it easier to see and hit, giving it a -2 penalty to its Armor Class for 3 rounds.



BARKSKIN (ALTERATION)

Level: 2
 Sphere: Protection, Plant
 Range: Touch
 Duration: 4 rounds + 1 round/level
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

Barkskin causes a creature's skin to become as tough as bark, setting its base Armor Class to 6 and improving by 1 for every 4 levels of the caster: Armor Class 5 at 4th level, Armor Class 4 at 8th level, and so on up to a maximum of Armor Class of -1 at 30th level. In addition, the recipient's Saving Throws vs. Breath Weapon, Death, Polymorph, and Wand gain a bonus of +1.



BEAST CLAW (ALTERATION)

Level: 2
 Sphere: Combat
 Range: 0
 Duration: 1 turn
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None

This spell transforms the caster's arms into the claws of a mighty beast, giving the caster 18/72 Strength and the ability to rake an opponent for 2d4 (plus Strength bonus) points of slashing damage. The caster can attack twice per round with the beast claws, with a +2 bonus to hit.



CAUSE MODERATE WOUNDS (NECROMANCY)

Level: 2
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: 1/2

By casting this spell and touching a creature, the priest deals 11 points of damage (save vs. Spell for half) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by good-aligned characters.



CHANT (CONJURATION/SUMMONING)

Level: 2
 Sphere: Combat
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 9
 Area of Effect: 60-ft. radius
 Saving Throw: None

By means of the Chant spell, the priest brings special favor upon herself and her party and causes harm to her enemies. When the Chant spell is completed, all the priest's allies within the area of effect gain a +1 bonus to attack rolls, minimum damage/healing rolls, and Saving Throws. Furthermore, damage dice for all effects outside a weapon's base damage is reduced by 1. For example, a 6d6 fireball will do 6d5 damage, and a flaming long sword that deals 1d8+2 slashing plus 1d3 fire damage will deal 1d8+2 slashing plus 1d2 fire damage instead. The priest's enemies suffer from the opposite effects.

Multiple chants are not cumulative. This spell requires a moderate amount of concentration by the caster, so the priest cannot cast any spells for the chant's duration, and her movement is slowed by half.



CHARM PERSON OR MAMMAL (ENCHANTMENT/CHARM)

Level: 2

Sphere: Animal

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

This spell affects any single person or mammal it is cast upon. The term "person" includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level Fighter could be charmed, but an ogre could not.

A successful Save vs. Spell negates the effect. If the save is failed, the victim regards the caster as a trusted friend and ally to be heeded and protected. The caster can give them orders, and the charmed individual will carry them out without question.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if Dispel Magic is successfully cast upon the charmed person, the Charm Person spell is broken. If two or more charm effects simultaneously affect a creature, the most recent one takes precedence. Note that the subject has full memory of the events that took place while she was charmed. No charmed creatures may leave the area or attack non-hostile targets.



CURE MODERATE WOUNDS (NECROMANCY)

Level: 2
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

A stronger version of the 1st-level priest spell *Cure Light Wounds*, *Cure Moderate Wounds* heals 11 Hit Points and cures intoxication. This spell has no effect on undead, constructs, or extraplanar creatures.



DRAW UPON HOLY MIGHT (INVOCATION)

Level: 2
 Sphere: Combat
 Range: 0
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None

The priest calls upon her god to grant her power for a short period. When she does this, her Strength, Dexterity, and Constitution all are raised by 1 point for every 3 levels of the caster. A 3rd-level caster would have her abilities raised by 1, while a 12th-level caster would have all her abilities raised by 4.



FIND TRAPS (DIVINATION)

Level: 2
 Sphere: Divination
 Range: 0
 Duration: 3 turns
 Casting Time: 5
 Area of Effect: 30-ft. radius
 Saving Throw: None

When a priest casts a Find Traps spell, all traps within the area of effect—concealed normally or magically, of magical or mechanical nature—become apparent to her, as if she were a Thief.



FLAME BLADE (EVOCATION)

Level: 2
 Sphere: Elemental Fire
 Range: 0
 Duration: 4 rounds + 1 round/level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from her hand. This blade-like ray is wielded as if it were a scimitar (i.e. it uses the Scimitar proficiency). If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4 points of slashing damage plus 2 points of fire damage, with a further 2 fire damage if the creature is undead. However, it is not a magical weapon in the normal sense of the term, so creatures struck only by magical weapons are not harmed by it.



GOODBERRY (ALTERATION, EVOCATION)

Level: 2
 Sphere: Plant
 Range: 0
 Duration: Permanent
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

Casting a Goodberry spell creates 5 magical berries that the caster can carry with her. Each berry restores 1 Hit Point when eaten.



HOLD PERSON (ENCHANTMENT/CHARM)

Level: 2
 Sphere: Charm
 Range: Visual range of the caster
 Duration: 2 rounds/level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures immobile for 6 rounds or longer. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. Affected creatures must be living bipedal humans, demihumans, and humanoids of man size or smaller, including dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others. Thus, a 10th-level Fighter could be held, while an ogre could not. A successful Save vs. Spell negates the effect.

Paralyzed creatures are helpless and cannot dodge or defend themselves from attacks. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison.



KNOW ALIGNMENT (DIVINATION)

Level: 2
 Sphere: Divination
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: Neg.

A Know Alignment spell enables the priest to read the aura of a creature. A successful Save vs. Spell negates the effect. Evil creatures will glow red, neutrals blue, and good creatures will glow green for a brief period.



RESIST FIRE/COLD (ALTERATION)

Level: 2
 Sphere: Protection
 Range: Touch
 Duration: 1 round/level
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is placed upon a creature, it gains +50% resistance to fire and cold.



SILENCE, 15' RADIUS (ALTERATION)

Level: 2
 Sphere: Guardian
 Range: Visual range of the caster
 Duration: 2 rounds/level
 Casting Time: 5
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible and spells cannot be cast. Each creature in the area must make a Save vs. Spell; if the save is failed, they are silenced for the duration of the spell. Affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not.



SLOW POISON (NECROMANCY)

Level: 2
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is placed upon a poisoned individual, it slows the effects of venom. This spell does not neutralize the poison; instead, it just slows it down enough for the recipient to get real healing at a temple or from her party's priest.

This spell also cures intoxication.



SPIRITUAL HAMMER (INVOCATION)

Level: 2

Sphere: Combat

Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

By calling upon her deity, the caster of a Spiritual Hammer spell brings into existence a magical hammer which can be used as a weapon for the duration of the spell. The hammer strikes as a magical weapon with a bonus of +1 every 6 levels of the caster, up to a maximum of +3 at 13th level. The base crushing damage inflicted when the hammer scores a hit is exactly the same as a normal war hammer, 1d4+1. Unlike a normal war hammer, it can strike any target within its wielder's visual range.

LEVEL 3



ANIMATE DEAD (NECROMANCY)

Level: 3

Sphere: Necromantic

Range: Visual range of the caster

Duration: 8 hours

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster. The undead remain animated

until they are destroyed in combat or are turned, they cannot be dispelled. The priest can animate 1d6 skeletons or zombies in this manner.



CALL LIGHTNING (ALTERATION)

Level: 3

Sphere: Weather

Range: Visual range of the caster

Duration: 1 round/level, up to 11 rounds

Casting Time: 9

Area of Effect: Visual range of the caster

Saving Throw: 1/2

A Call Lightning spell must be cast outside; otherwise, it will not work and the spell is wasted. The caster is able to call down 1 bolt per round per caster level (capped at 11 bolts). Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points per level of the caster. Thus, a 5th-level caster calls down five 7d8 bolts (2d8 + 5d8). The caster only chooses the first target of the spell, but subsequent bolts will only strike his enemies.



CAUSE DISEASE (NECROMANCY)

Level: 3

Sphere: Healing

Range: Touch

Duration: 8 hours

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Neg.

This spell afflicts one creature the priest touches with a disease that saps the target of 5d4 points of Strength. A successful Save vs. Spell negates the effects. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by good-aligned characters.



CIRCLE OF BONES

(NECROMANCY)

Level: 3
 Sphere: Guardian, Creation
 Range: 0
 Duration: 3 rounds
 Casting Time: 3
 Area of Effect: 3-ft. radius
 Saving Throw: None

This spell conjures forth a barrier of floating bones that spin rapidly around the caster, who cannot move for the duration of the spell. Anyone entering the path of the bones takes 1d6 crushing damage and 1d6 slashing damage per round. Circle of Bones cannot be cast by good-aligned characters.



CLOUDBURST

(INVOCATION)

Level: 3
 Sphere: Elemental Water
 Range: Visual range of the caster
 Duration: 2 rounds
 Casting Time: 6
 Area of Effect: 35-ft. radius
 Saving Throw: None

This spell brings forth a magical rain that saturates the area of effect. All cold- and fire-dwelling creatures take 2d3 points of magic damage per round. In addition, all creatures in the area have a 50% chance per round of being struck by bolts of lightning that deal 2d6 electrical damage, with a Save vs. Spell for half. Flame Blade, Shroud of Flame, and salamander auras are extinguished by Cloudburst.



CURE DISEASE (ABJURATION)

Level: 3
Range: Touch
Sphere: Necromantic
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

When this spell is placed on a diseased individual, it immediately cures them and restores 5 lost Hit Points. The cure is permanent, but does not grant the recipient of the spell immunity from further afflictions. Blindness and deafness are also cured with this spell. This spell has no effect on undead, constructs, or extraplanar creatures.



DISPEL MAGIC (ABJURATION)

Level: 3
Sphere: Protection
Range: Visual range of the caster
Duration: Instant
Casting Time: 6
Area of Effect: 30-ft. radius
Saving Throw: None

Dispel Magic removes magical effects upon anyone within the area of effect, including deafness and feeblemindedness. This includes magically created items and the effects of spells and potions. It does not, however, affect magical items themselves.



EXALTATION (ABJURATION)

Level: 3
 Sphere: Healing
 Range: Touch
 Duration: 1 turn
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

This spell enables a priest to aid and protect any one being other than the priest. By touch, the caster removes the effects of fear, sleep, feeble-mindedness, unconsciousness, and intoxication, as well as berserk and confused states of mind. In addition, the recipient is protected against spells and other attacks that cause these effects for the duration of the spell.



FAVOR OF ILMATER (NECROMANCY)

Level: 3
 Sphere: Necromantic, Protection
 Range: 30 ft.
 Duration: Instant
 Casting Time: 6
 Area of Effect: 1 creature
 Saving Throw: None

By invoking this spell, the caster switches his own life force with that of the recipient, exchanging all physical injuries. The spell will only function if the caster has more Hit Points than the target before the switch is attempted. This switch is permanent until the caster uses normal methods to heal the damage. The exchange can be done from a distance so long as the spell range is not exceeded. Only the Hit Points are exchanged; the caster cannot take on other conditions from the target such as disease, poison, intoxication, and similar afflictions.

This spell can only be cast by non-evil characters. It has no effect on undead, constructs, or extraplanar creatures.



GLYPH OF WARDING (ABJURATION, EVOCATION)

Level: 3
Sphere: Guardian
Range: Visual range of the caster
Duration: Special
Casting Time: 9
Area of Effect: 18-ft. radius
Saving Throw: 1/2

A glyph of warding is a powerful inscription, magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area sets off the glyph. The glyph deals 1d4 points of electrical damage per level of the caster to the victim(s). A successful Save vs. Spell halves the damage. Leaving the area the glyph of warding is in will make it disappear harmlessly.



HOLD ANIMAL (ENCHANTMENT/CHARM)

Level: 3
Sphere: Animal
Range: Visual range of the caster
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: Special
Saving Throw: Neg.

This spell holds 1d4 hostile animals rigidly immobile. Specifically, it affects the targeted enemy and up to 3 hostile creatures within 20 ft. of it. Only normal and giant-sized animals are affected by this spell. Strange monsters such as wyverns and carrion crawlers do not count as animals. A successful Save vs. Spell negates the effect.

Paralyzed creatures are helpless and cannot dodge or defend themselves from attacks. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison.



HOLY SMITE (NECROMANCY)

Level: 3
 Sphere: Combat
 Range: Visual range of the caster
 Duration: Special
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: Special

This spell calls upon energy from the Plane of Brilliance and opens a channel between it and the targets. Any evil creatures within the area of effect take 1d6 magic damage for every 2 levels of the caster, up to a maximum of 5d6 at level 10; a successful Save vs. Spell halves the damage. In addition, if victims fail their save, they are blinded for 1 round. This spell cannot be cast by evil-aligned characters.



INVISIBILITY PURGE (DIVINATION)

Level: 3
 Sphere: Divination
 Range: 0
 Duration: Instant
 Casting Time: 8
 Area of Effect: 30-ft. radius
 Saving Throw: None

Any invisible enemies within the area of effect have their invisibility dispelled. This includes foes that are in sanctuary, misled, under the effects of Improved Invisibility or Shadow Door invisibility, etc.



MISCAST MAGIC

(ENCHANTMENT/CHARM)

Level: 3
 Sphere: Chaos
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Neg.

Any creature affected by this spell suffers an 80% chance of spellcasting failure. A successful Save vs. Spell at a penalty of -2 negates the effect.



MOLD TOUCH

(ALTERATION)

Level: 3
 Sphere: Plant
 Range: Touch
 Duration: Special
 Casting Time: 6
 Area of Effect: 10-ft. radius
 Saving Throw: Special

This spell infects the creature the caster touches with a rapidly spreading brown mold. If the infected creature fails a Save vs. Spell, the infection is severe and the creature takes magic damage as follows:

1st round: 4d6 damage
 2nd round: 3d6 damage
 3rd round: 2d6 damage
 4th round: 1d6 damage

If the Saving Throw is successful, the damage is reduced as follows:

1st round: 2d6 damage

2nd round: 1d6 damage

3rd round: 1d6 damage

Each round after the first, the nearest creature within 10 ft. of the victim must make a Save vs. Spell or be infected by the mold at full strength. This process continues until the mold fails to infect a suitable host in time. Creatures already under the effects of the mold cannot contract it again. The brown mold quickly dies once the spell expires.



MOONBLADE (INVOCATION)

Level: 3

Sphere: Combat, Sun

Range: 0

Duration: 2 turns

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

This spell summons forth a silent, weightless sword-like construct made of moonlight that extends four feet from the caster's hand. The moonblade is considered a +4 weapon for determining what creatures it can hit, though the bonus does not apply to attack rolls made with it. In addition, due to the insubstantial nature of the moonblade, melee bonuses from Strength do not apply.

The strike of a moonblade drains a target's vitality, inflicting 1d12+4 points of magic damage, plus an additional 1d12 points to undead, who are particularly susceptible. A successful strike also temporarily scrambles magic, causing any spells the target casts in the next round to fail.



PRAYER (CONJURATION/SUMMONING)

Level: 3
Sphere: Combat
Range: 0
Duration: 1 round/level
Casting Time: 6
Area of Effect: 60-ft. radius
Saving Throw: None

Prayer bestows favor on the priest and his allies, and curses their enemies. All attacks, damage, and Saving Throws by friendly characters gain a +1 bonus, while enemy attacks, damage rolls, and saves get a -1 penalty. Any creatures within the area of effect when the spell is cast will continue to be affected by the spell when they leave the area, so if the warriors want to chase down that fleeing goblin, the effects of the Prayer will follow them.



PROTECTION FROM FIRE (ABJURATION)

Level: 3
Sphere: Protection, Elemental Fire
Range: Touch
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

This spell sets the target's Fire Resistance to 80%.



REMOVE CURSE (ABJURATION)

Level: 3
Sphere: Protection
Range: Touch
Duration: Instant
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None

Upon casting this spell, the priest is usually able to remove a curse from a person. Remove Curse does not remove the curse from a cursed shield, weapon, or suit of armor, but will enable someone afflicted with any such cursed item to get rid of it. Certain special curses cannot be countered by this spell.



REMOVE PARALYSIS (ABJURATION)

Level: 3
Sphere: Protection
Range: Visual range of the caster
Duration: Instant
Casting Time: 6
Area of Effect: 30-ft. radius
Saving Throw: None

By the use of this spell, the priest can free allied creatures from the effects of any paralysis or related magic, such as a Ghoul Touch or Hold Person spell.



RIGID THINKING (ENCHANTMENT/CHARM)

Level: 3
Sphere: Law
Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

The target of this spell must make a Save vs. Spell or randomly wander, attack the nearest person, or stand confused.



SPIKE GROWTH (ALTERATION)

Level: 3
Sphere: Elemental Earth
Range: Visual range of the caster
Duration: 1 turn
Casting Time: 6
Area of Effect: 30-ft. radius
Saving Throw: None

This spell transforms the surrounding terrain into spiky plants. Any creature entering the area takes 1d4 points of piercing damage and 1d4 points of slashing damage every round until the spell expires.



STORM SHELL (ABJURATION)

Level: 3
 Sphere: Protection, Weather
 Range: 0
 Duration: 1 turn
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

This spell surrounds the caster with a bright sphere of disruptive energy that moves with him. The storm shell increases the caster's resistance to fire, cold, and electrical damage by 50%.



STRENGTH OF ONE (ALTERATION)

Level: 3
 Sphere: Law
 Range: 0
 Duration: 7 rounds
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: None

When this spell is cast, the entire party is given a Strength score of 18/76. If a party member has a Strength higher than this (either naturally or through a magical item), then their Strength is lowered to 18/76. The spell lasts for a single turn, whereupon everyone's Strength returns to normal.



SUMMON INSECTS (CONJURATION/SUMMONING)

Level: 3
 Sphere: Animal
 Range: 60 ft.
 Duration: 7 rounds
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: Neg.

The Summon Insects spell attracts a cloud or swarm of normal insects to attack one enemy of the caster. This swarm gathers at a point chosen by the caster within the spell's range and attacks any single creature the caster points to. A successful Save vs. Breath Weapon with a -4 penalty negates the effects; otherwise, the victim takes 1 point of damage every 2 seconds for the duration of the spell. Moreover, the victim fights with a -2 penalty to his attack roll and a -2 penalty to his Armor Class. The swarm will repeatedly bite the target, making it very difficult to cast spells (50% chance of spell failure).

Undead, constructs, and elementals are unaffected by the swarm.



UNHOLY BLIGHT (NECROMANCY)

Level: 3
 Sphere: Combat
 Range: Visual range of the caster
 Duration: Special
 Casting Time: 3
 Area of Effect: 30-ft. radius
 Saving Throw: Special

This spell calls upon energy from the Negative Material Plane and opens a channel between it and the targets. Any creatures of good alignment within the area of effect take 1d6 magic damage for every 2 levels of the

caster, up to a maximum of 5d6 at level 10; a successful Save vs. Spell halves the damage. In addition, if the victims fail their Save, they suffer a -2 penalty to hit, damage, and Saving Throws for 3 rounds. This spell cannot be cast by good-aligned characters.



ZONE OF SWEET AIR (ABJURATION)

Level: 3
Sphere: Elemental Air, Wards
Range: 0
Duration: Instant
Casting Time: 3
Area of Effect: Current area
Saving Throw: None

Zone of Sweet Air repels all noxious elements from poisonous vapors, including magically created vapors such as Cloudkill. This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon, such as the chlorine gas of a green dragon.

LEVEL 4



ANIMAL SUMMONING I (CONJURATION/SUMMONING)

Level: 4
Sphere: Animal, Summoning
Range: Visual range of the caster
Duration: 1 hour
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell summons up to 6 animals of 4 or fewer Hit Dice. It can be cast indoors or outdoors, and the types of animals summoned depend on the

caster's surroundings when the spell is cast.



BLOOD RAGE (ALTERATION)

Level: 4
 Sphere: Combat
 Range: Visual range of the caster
 Duration: 2 turns
 Casting Time: 7
 Area of Effect: 1 creature
 Saving Throw: None

This spell works only on player characters or allied creatures. When cast, the target of this spell goes berserk, attacking the nearest creature until that creature is dead, then moving on to the next target. While under Blood Rage, the target is immune to charm, sleep, fear, hold, stunning, confusion, emotion, symbol spells, and related effects. In addition, the target gains +2 to hit, +3 to damage, +2 to Strength, +10 to maximum Hit Points, and +2 to her movement rate. The spell has several disadvantages, however: The Hit Points of the target are masked for the duration of the spell, and the target cannot benefit from any effect that heals Hit Points. At the end of the spell's duration, the target becomes fatigued and her Strength drops to 3 for 2 turns. Blood Rage cannot affect—and cannot be cast by—creatures of lawful alignment.



CALL WOODLAND BEING (CONJURATION/SUMMONING)

Level: 4
 Sphere: Animal, Summoning
 Range: 25 ft.
 Duration: 3 turns
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None

This spell summons forth a nymph to assist the party. The nymph has

several priest spells at her disposal and will use them in the best interests of the party (these include Mental Domination, Confusion, and Mass Cure). She will remain under the caster's control until slain or the spell's duration expires.



CAUSE SERIOUS WOUNDS (NECROMANCY)

Level: 4
Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: 1/2

By casting this spell and touching a creature, the priest deals 17 points of damage (save vs. Spell for half) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by good-aligned characters.



CLOAK OF FEAR (CONJURATION/SUMMONING)

Level: 4
Sphere: Charm
Range: 0
Duration: 3 rounds
Casting Time: 6
Area of Effect: The caster
Saving Throw: Neg.

Cloak of Fear bestows the caster with an aura of fear in a 3-ft. radius. All creatures that enter the cloak's area of effect must make a Save vs. Spell or flee in panic for 3 rounds. The aura does not affect undead creatures.



CLOUD OF PESTILENCE (ALTERATION)

Level: 4
Sphere: Combat, Elemental Air
Range: Visual range of the caster
Duration: 4 rounds
Casting Time: 7
Area of Effect: 24-ft. radius
Saving Throw: Neg.

This spell transforms the air in a 24-ft. radius into sickening, grayish mists. The caster and non-living creatures are immune to the effects of the cloud. For every round of exposure to the disease-ridden air, a creature must save vs. Breath or suffer 3 points of magic damage, blindness, and the loss of 3 points of Strength and Dexterity. The blindness and ability score penalties last 1 turn. Cloud of Pestilence can only be cast by evil-aligned characters.



CURE SERIOUS WOUNDS (NECROMANCY)

Level: 4
Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

By casting this spell and laying her hand upon a creature, the priest heals 17 Hit Points and cures intoxication. This spell has no effect on undead, constructs, or extraplanar creatures.



DEATH WARD (NECROMANCY)

Level: 4
 Range: Visual range of the caster
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

This spell protects the target from all forms of death magic for the duration of the spell. This includes, but is not limited to, Disintegrate, Power Word, Kill, Death Spell, and Finger of Death.



DEFENSIVE HARMONY (ENCHANTMENT/CHARM)

Level: 4
 Sphere: Law
 Range: 0
 Duration: 6 rounds
 Casting Time: 1
 Area of Effect: 30-ft. radius
 Saving Throw: None

Defensive Harmony allows a group of creatures to act as a single unit for a single battle or encounter, enhancing the coordination of their attacks and tactics. This effect is always centered on the caster but affects all those within a 30-ft. radius. The affected can move outside of this area after the spell is cast and still enjoy the benefits of harmony. While the spell is in effect, each affected creature gains a +4 bonus to their Armor Class. This lasts for 6 rounds or until successfully dispelled.



FARSIGHT (DIVINATION)

Level: 4
 Range: Special
 Duration: 3 rounds + 1 round/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None

When Farsight is cast, the caster is able to view an area of an unexplored map. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that area, noting creatures and fortifications.



FREE ACTION (ABJURATION)

Level: 4
 Sphere: Charm
 Range: Touch
 Duration: 1 turn/level
 Casting Time: 7
 Area of Effect: 1 creature
 Saving Throw: None

This spell gives the affected creature an immunity to magic that impedes movement (such as Grease, Web, or Slow spells) and negates the effects of paralysis and hold spells. The recipient of the spell can still be hasted and receive beneficial movement effects such as those granted by the boots of speed.



GIANT INSECT (ALTERATION)

Level: 4
 Sphere: Animal
 Range: Visual range of the caster
 Duration: 8 hours
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None

This spell summons 2-3 boring beetles or bombardier beetles to the caster's side. The beetles will obey the caster until the spell expires or they are slain.



HOLY POWER (EVOCATION)

Level: 4
 Range: 0
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

Through this spell, the caster imbues herself with the strength and skill of a Fighter of the same level. The priest's Strength is set to 18/00—even if it is normally higher—her THAC0 becomes that of a Fighter of the same level, and she gains 1 temporary Hit Point per level. This will last for the duration of the spell or until dispelled.



LESSER RESTORATION (NECROMANCY)

Level: 4
 Sphere: Necromantic
 Range: Touch
 Duration: Instant
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, the life energy level of the recipient is raised. This reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell is very draining on the priest, and she will likely require rest immediately after the casting, as it will cause days' worth of fatigue almost instantaneously.



MENTAL DOMINATION (ENCHANTMENT/CHARM)

Level: 4
 Sphere: Thought
 Range: Visual range of the caster
 Duration: 3 rounds/level
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: Neg.

When Mental Domination is cast upon a subject, she must make a Save vs. Spell with a -2 penalty in order to prevent the priest from entering her mind. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or spell-like abilities.



NEGATIVE PLANE PROTECTION (ABJURATION)

Level: 4
 Sphere: Protection, Necromantic
 Range: Touch
 Duration: 5 rounds
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

This spell affords the caster or the touched creature partial protection from undead monsters with Negative Energy Plane connections (such as vampires) and certain weapons and spells that drain energy levels. Negative Plane Protection opens a channel to the Positive Energy Plane, offsetting the effects of the negative energy attack. A creature under its effects is protected against any form of level draining for the duration of the spell. This spell cannot be cast on the Negative Energy Plane.



NEUTRALIZE POISON (NECROMANCY)

Level: 4
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is placed upon a poisoned individual, it immediately neutralizes any poison and restores 10 lost Hit Points.



POISON (NECROMANCY)

Level: 4
Sphere: Healing
Range: Touch
Duration: 20 seconds
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Neg.

This spell grants the caster the ability to touch a creature and instantly poison it unless it makes a successful Save vs. Poison. The poison deals 20 points of damage over 20 seconds and then dissipates from the target's body. Poison can only be cast by evil-aligned characters.



PRODUCE FIRE (ALTERATION)

Level: 4
Sphere: Elemental Fire
Range: Visual range of the caster
Duration: 1 round
Casting Time: 7
Area of Effect: 8-ft. radius
Saving Throw: None

When cast, flames erupt from the target point, dealing 1d4 points of fire damage plus 1 point per level of the caster to all creatures within the spell's radius. Creatures will take damage once per round regardless of when they enter the area of effect.



PROTECTION FROM EVIL, 10' RADIUS (ABJURATION)

Level: 4
 Sphere: Protection
 Range: Touch
 Duration: 1 turn/level
 Casting Time: 7
 Area of Effect: 30-ft. radius
 Saving Throw: None

When this spell is cast, all creatures within a 30-ft. radius are affected individually by Protection From Evil. Hence, they receive a +2 bonus to Armor Class and Saving Throws against evil-aligned opponents, summoned fiends will not attack them, and they will be immune to all charm-based spells.



PROTECTION FROM LIGHTNING (ABJURATION)

Level: 4
 Sphere: Protection, Weather
 Range: Touch
 Duration: 5 rounds/level
 Casting Time: 7
 Area of Effect: 1 creature
 Saving Throw: None

When the spell is cast, it confers complete invulnerability to electrical attacks such as a blue dragon's breath, Lightning Bolt, Shocking Grasp, etc. The protection will last for the duration of the spell or until successfully dispelled.



RECITATION (ABJURATION, INVOCATION/EVOCATION)

Level: 4
 Sphere: Combat
 Range: 0
 Duration: 1 round/level
 Casting Time: 7
 Area of Effect: 60-ft. radius
 Saving Throw: None

By reciting a sacred passage or declaration, the priest invokes her deity's blessing upon herself and her allies while sowing confusion and weakness among her enemies. The priest's allies gain a +2 bonus to their attack rolls and Saving Throws, and the priest's enemies receive a -2 penalty to the same. Recitation does not nullify a Prayer spell—the two can be cast in tandem, and the effects are cumulative.



SMASHING WAVE (INVOCATION)

Level: 4
 Sphere: Elemental Water
 Range: 100 ft.
 Duration: Instant
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: Special

This spell summons a 5-ft. wide wave of water that moves in the direction willed by the caster, striking all in its path with massive force. The wave deals 4d10 points of crushing damage; in addition, struck creatures may be either stunned (25% chance) or knocked unconscious (5% chance) for 2 rounds. If the creature struck makes a successful Save vs. Breath Weapon, the damage is reduced by half and the creature avoids being stunned or knocked unconscious.



STAR METAL CUDGEL (CONJURATION)

Level: 4
 Sphere: Combat
 Range: 0
 Duration: 3 turns
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: None

This spell creates a meteoric iron magical club that deals 1d6+2 points of damage, confers a +2 bonus to attack rolls, and is treated as a +4 weapon for purposes of what it can hit. Strength, proficiency, and specialization bonuses and penalties apply normally. The club deals an additional 2d6 points of crushing damage against unnatural creatures (undead, elementals, golems, outer-planar creatures, etc.).



STATIC CHARGE (ALTERATION)

Level: 4
 Sphere: Weather
 Range: 0
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: Visual range of the caster
 Saving Throw: 1/2

Static Charge is similar to Call Lightning, except it can be used indoors. This spell allows the caster to generate a static charge around any creature within the area of effect, dealing 2d8 points of electrical damage plus an additional 1d8 points per level of the caster (save vs. Spell for half). The charge keeps going off once every turn for the duration of the spell.



THORN SPRAY (ALTERATION)

Level: 4

Sphere: Plant

Range: 30 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 35-ft. cone with 90-deg. arc

Saving Throw: 1/2

By means of this spell, the caster can cause a spray of barbs, spikes, thorns, and spines to spring forth from her hand. The thorn spray covers a 35-ft.-long cone, inflicting 2d10 points of piercing damage to all creatures within the area of effect, or 1d10 points of damage if a Save vs. Death is successful.



UNFAILING ENDURANCE (NECROMANCY)

Level: 4

Sphere: Necromantic

Range: Touch

Duration: Instant

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

This spell restores the stamina of the creature touched, eliminating any fatigue.



WALL OF MOONLIGHT[†] (INVOCATION)

Level: 4

Sphere: Protection, Sun

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 7

Area of Effect: 20 ft. long, 5 ft. wide wall

Saving Throw: None

This spell invokes a shimmering tapestry of blue-white force. This wall is intangible, requiring no physical anchor, and can easily be passed through. Evil creatures passing through the wall take 2d10 magic damage; evil undead creatures take 5d10. A creature that has passed through the wall can only take damage from it once.

LEVEL 5



ANIMAL RAGE[†] (ENCHANTMENT)

Level: 5

Sphere: Combat

Range: Touch

Duration: 15 rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell imbues the target creature with animal ferocity. The target creature gains a Strength score of 19, +20 Hit Points, +20% movement rate, and a +2 bonus to all Saving Throws. The target loses the ability to cast spells while Animal Rage is in effect; when enemies are within sight, he immediately attacks in melee, using whatever is in hand. There is a 5% chance per round that the target will go berserk, attacking friend and foe alike.



ANIMAL SUMMONING II (CONJURATION/SUMMONING)

Level: 5
 Sphere: Animal, Summoning
 Range: Visual range of the caster
 Duration: 1 hour
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None

By means of this spell, the caster summons up to 6 animals that have 8 or fewer Hit Dice. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (i.e. no dragons or elementals). This spell works indoors and outdoors.



CAUSE CRITICAL WOUNDS (NECROMANCY)

Level: 5
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 8
 Area of Effect: 1 creature
 Saving Throw: 1/2

By casting this spell and touching a creature, the priest deals 27 points of magic damage (save vs. Spell for half) to the creature's body. This spell has no effect on undead, constructs, or extraplanar creatures. It can be cast only by evil-aligned characters.



CHAMPION'S STRENGTH (ALTERATION)

Level: 5
 Sphere: Law
 Range: Visual range of the caster
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, the priest effectively draws on the strength of his deity and lends it to the target creature, in effect creating a champion. The target's Strength is set to 20 – 23 for 1 turn (25% chance of each value). As soon as the spell is cast, the caster becomes fatigued, suffering a penalty to all his rolls. The drawback to this spell is that the priest must concentrate on the connection between the target and his deity for the duration of the spell, hence losing the ability to cast any additional spells during this time. The effect lasts for one turn or until dispelled.



CHAOTIC COMMANDS (ENCHANTMENT/CHARM)

Level: 5
 Sphere: Chaos
 Range: Visual range of the caster
 Duration: 1 turn/level
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

Chaotic Commands renders a creature immune to magical commands, protecting it against charm, sleep, maze, feeblemind, confusion, fear, hold, and stun.



CURE CRITICAL WOUNDS (NECROMANCY)

Level: 5
Sphere: Healing
Range: Touch
Duration: Instant
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

By casting this spell and laying his hand upon a creature, the priest heals 27 Hit Points and cures intoxication. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by evil-aligned characters.



FLAME STRIKE (EVOCATION)

Level: 5
Sphere: Combat
Range: Visual range of the caster
Duration: Instant
Casting Time: 8
Area of Effect: 8-ft. radius
Saving Throw: 1/2

When the priest casts Flame Strike, a vertical column of fire roars downward onto a victim chosen by the caster. The spell deals 6d8 points of fire damage to the target and any nearby victims, with a Save vs. Spell for half damage.



GREATER COMMAND (ENCHANTMENT)

Level: 5
 Sphere: Charm
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Similar to the 1st-level spell *Command*, this spell enables the priest to command all enemy creatures within the area of effect to "die" (sleep). A successful Save vs. Spell negates the effect. Sleeping creatures that take damage will be awakened from their catatonic state and return to normal.



INSECT PLAGUE (CONJURATION/SUMMONING)

Level: 5
 Sphere: Combat
 Range: Visual range of the caster
 Duration: 15 rounds
 Casting Time: 9
 Area of Effect: 29-ft. radius
 Saving Throw: None

This spell summons a swarm of creeping, hopping, and flying insects. Creatures within the swarm suffer 1 Hit Point of damage every round and a 100% chance of spell failure. Additionally, creatures with 2 or fewer Hit Dice will immediately panic, while creatures with 3 to 5 Hit Dice must save vs. Spell to avoid the same fate.

Undead, constructs, and elementals are unaffected by the swarm.



IRON SKINS (ALTERATION)

Level: 5
Sphere: Elemental
Range: 0
Duration: 12 hours
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

When a Druid casts this powerful spell upon himself, an outer skin of iron will move up from the ground, completely covering him. This skin is, of course, magical and will hinder the Druid in no way. The effect of this is to protect the Druid from physical attacks such as melee weapons and projectiles. For every 2 levels of the caster, an additional skin is gained upon casting. For example, a 10th-level Druid would receive 5 skins. For each skin the Druid possesses, the spell will stop one attack, so a 10th-level Druid would be protected from the first 5 attacks made against him, but the 6th would affect him normally.

The skins will remain on the Druid until he is affected by Dispel Magic, all of the skins are removed due to physical attacks, or the spell's duration expires. It is important to note that this will not protect the Druid from any area attacks, such as Fireball.



MAGIC RESISTANCE (ALTERATION)

Level: 5
Sphere: Protection
Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

This spell grants the recipient a Magic Resistance bonus of 2% per level of the caster, up to a maximum of 60%. This effect will last for the duration of the spell or, ironically enough, until dispelled.



MASS CAUSE LIGHT WOUNDS (NECROMANCY)

Level: 5
Sphere: Healing
Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: 1/2

By casting this spell, the priest deals 1d8 + 1/level points of damage to nearby enemies. A successful Save vs. Spell halves the damage. This spell has no effect on undead, constructs, or extraplanar creatures. It can only be cast by evil-aligned characters.



MASS CURE LIGHT WOUNDS (NECROMANCY)

Level: 5
Sphere: Healing
Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

When casting this spell, the priest must picture the faces of his fellow party members clearly and focus on the unity of the group. Upon completion, all members in the party are healed 1d8 + 1/level Hit Points. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal—or can be cured—just as any normal injury. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by evil-aligned characters.



PIXIE DUST

(ILLUSION/PHANTASM)

Level: 5
Sphere: Combat
Range: 0
Duration: Special
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: None

This spell creates a small handful of pixie dust that the caster can use to toss into the air. Anyone hit by the dust becomes invisible (the range of the dust is about 30 ft.). Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or its gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature.

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can walk around and cast defensive spells; however, if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.



RAISE DEAD

(NECROMANCY)

Level: 5
Sphere: Necromantic
Range: Visual range of the caster
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

When the priest casts a Raise Dead spell, he can restore life to one of his companions. Note that this spell does not work on elven characters. The person has but 1 Hit Point when raised and must regain the rest by natural healing or curative magic. Raise Dead will not work on someone killed by Death Spell, Finger of Death, Destruction, or Disintegrate. It cannot be cast by evil-aligned characters.



REPULSE UNDEAD (ABJURATION)

Level: 5
Range: 0
Duration: 1 turn
Casting Time: 5
Area of Effect: 19-ft. radius
Saving Throw: None

This powerful spell creates waves of anti-negative energy that sweep outward from the caster. These waves disrupt any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave per round for the duration of the spell. All undead are affected with no Saving Throw.



RIGHTEOUS MAGIC (ALTERATION)

Level: 5
Sphere: Combat
Range: 0
Duration: 1 round/level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

This is a powerful combat spell that enhances the priest's physical prowess, transforming him into a juggernaut of destruction. The effect adds 1 temporary Hit Point per level of the caster, adds 1 point of Strength every 3 levels of the caster (to a maximum of 25), and causes

every successful hit to inflict maximum damage. The effects last for the duration of the spell or until dispelled.



RIGHTEOUS WRATH OF THE FAITHFUL (ENCHANTMENT/CHARM)

Level: 5
Sphere: Combat
Range: 0
Duration: 1 round/level
Casting Time: 8
Area of Effect: 35-ft. radius
Saving Throw: None

This spell bestows a form of divine madness upon the priest's allies, improving their combat skills. All the priest's allies in the area of effect gain a +1 to attack rolls and Saving Throws, plus 8 bonus Hit Points for the duration of the spell (these Hit Points can take a target beyond his Hit Point maximum). All creatures of the same alignment, however, gain an extra attack every round (not cumulative with Haste), a +2 bonus to their attack rolls, damage rolls, and Saving Throws, and immunity to charm and hold spells. Anyone affected by Righteous Wrath of the Faithful will suffer fatigue when the spell wears off.



SHIELD OF LATHANDER (CONJURATION)

Level: 5
Sphere: Guardian
Range: Touch
Duration: 2 rounds
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: None

This spell grants the recipient immunity to damage for the duration of the spell. Evil creatures cannot be protected by a Shield of Lathander. This spell can only be cast by good-aligned characters.



SLAY LIVING (NECROMANCY)

Level: 5
 Sphere: Combat
 Range: Touch
 Duration: Instant
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: Special

This spell forces the target to Save vs. Death or be instantly killed. If the Saving Throw is successful, the target takes $2d8+1$ points of magic damage instead. Note that a character struck with a Slay Living spell can still be raised from the dead with a Raise Dead or Resurrection spell. Slay Living cannot be cast by good-aligned characters.



SPIKE STONES (ALTERATION, ENCHANTMENT)

Level: 5
 Sphere: Elemental Earth
 Range: Visual range of the caster
 Duration: 12 rounds
 Casting Time: 6
 Area of Effect: 18-ft. radius
 Saving Throw: Special

This spell warps the surrounding rock, reshaping the terrain into spiked projections that blend into the background. Any creature entering the area takes $2d4$ Hit Points of piercing damage per round and must make a Save vs. Spell or have its movement rate reduced by 30%.



TRUE SEEING (DIVINATION)

Level: 5
 Sphere: Divination
 Range: 0
 Duration: 1 turn
 Casting Time: 8
 Area of Effect: 235-ft. radius
 Saving Throw: None

Instantly and once per round for 1 turn after this spell is cast, all hostile Illusion/Phantasm spells in the area of effect will be dispelled. The spells affected are Blur, Reflected Image, Invisibility, Mirror Image, Non-Detection, Improved Invisibility, Shadow Door, Mislead, Project Image, and Simulacrum. The caster can control whom this spell affects; thus, it will affect only creatures that are not in the caster's party. A target's Magic Resistance, if any, does not affect this spell.



UNDEAD WARD (NECROMANCY)

Level: 5
 Sphere: Wards
 Range: 0
 Duration: 1 turn
 Casting Time: 7
 Area of Effect: 20-ft. radius
 Saving Throw: None

This spell amplifies the influence a priest has over undead, though it is tied to the area surrounding the priest at the moment of its casting and does not move. Any undead creature entering the area of effect is affected as if turned by the priest that cast this spell. If the turning fails, the undead creature is immune to further turning attempts by the spell unless it leaves and reenters the area of effect.

LEVEL 6



AERIAL SERVANT (CONJURATION/SUMMONING)

Level: 6
 Sphere: Summoning
 Range: 20 ft.
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell summons an aerial servant to do the caster's bidding. The servant will attack any enemies that the caster decides, staying until the duration of the spell expires or it is slain.



ANIMAL SUMMONING III (CONJURATION/SUMMONING)

Level: 6
 Sphere: Animal, Summoning
 Range: Visual range of the caster
 Duration: 1 hour
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

A more powerful version of Animal Summoning II, Animal Summoning III allows the caster to call up to 4 animals of 16 or fewer Hit Dice. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (i.e. no dragons or elementals). This spell can be cast indoors or outdoors.



BLADE BARRIER (EVOCATION)

Level: 6
 Sphere: Guardian/Creation
 Range: 0
 Duration: 2 rounds
 Casting Time: 9
 Area of Effect: 9-ft. radius
 Saving Throw: 1/2

This spell conjures forth a wall of circling, razor-sharp blades that whirl and flash around the caster, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage, with a Save vs. Spell for half damage. The caster is immobile for the duration of the spell.



BOLT OF GLORY (INVOCATION/EVOCATION)

Level: 6
 Sphere: Combat, Summoning
 Range: 60 ft.
 Duration: Instant
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

By casting this spell, the priest channels a bolt of divine energy against the target. No attack roll is needed. Creatures struck suffer varying damage depending on their nature:

- Prime: 6d6
- Elemental: 3d4
- Undead: 8d6
- Fiend: 10d6



CONJURE ANIMALS (CONJURATION/SUMMONING)

Level: 6
 Sphere: Summoning
 Range: 30 ft.
 Duration: 4 turns
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell allows the caster to summon forth and control 2 massive polar bears. These 9-HD bears will respond to the caster's every whim for the duration of the spell.



CONJURE FIRE ELEMENTAL (CONJURATION/SUMMONING)

Level: 6
 Sphere: Summoning, Elemental Fire
 Range: Visual range of the caster
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

Similar to the wizard spell Conjure Fire Elemental, the priest version summons a more powerful elemental (65% chance of a 12-Hit-Dice elemental, 20% chance of a 16-Hit-Dice elemental, 10% chance of a 20-Hit-Dice elemental, and 5% chance of a 24-Hit-Dice elemental). The elemental will obey the commands of the priest, but the priest does not have to concentrate on it to control it, leaving her free to perform other actions while the fire elemental turns its enemies to cinders. The elemental will last until the spell duration expires or the elemental is slain.



DOLOROUS DECAY

(ALTERATION, NECROMANCY)

Level: 6
 Sphere: Combat, Necromantic
 Range: 20 ft.
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: Special

This spell affects a single living creature. Dolorous Decay is a rotting and withering of the body that quickly spreads throughout the afflicted creature. The target will automatically be slowed for 2 rounds. Furthermore, if she fails a Save vs. Poison with a -2 penalty, she will suffer 1 point of damage per second until a total of 50 points of damage are inflicted.



ENTROPY SHIELD

(ABJURATION)

Level: 6
 Sphere: Protection
 Range: 0
 Duration: 1 round/level
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

When cast, this spell surrounds the caster with a defensive maelstrom of energy that blocks or deflects many attacks. This gives the priest a +6 bonus to Armor Class, a +2 bonus to Saving Throws, and +50% resistance to electricity, fire, cold, and acid. The priest is also immune to Flamestrike and all missile-based attacks, including missiles created by spells such as Magic Missile.



FALSE DAWN (EVOCATION)

Level: 6
 Sphere: Sun
 Range: 0
 Duration: 5 rounds
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: None

False Dawn calls into existence a bright reddish light, as if a sunrise were occurring, within the area of effect. All undead creatures within the area suffer 6d6 points of fire damage and are blinded on the round after the false dawn appears. There is no Saving Throw.



FIRE SEEDS (CONJURATION)

Level: 6
 Sphere: Elemental Fire
 Range: 0
 Duration: 1 turn/level
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

This spell creates 4 grenade-like missiles in the priest's inventory that can be hurled at any target in sight. (These missiles last only for the spell's duration, so don't hoard them.) When they land, the seeds explode, doing 2d8 points of damage to everything within an 8-ft. radius. A creature struck directly by the seeds receives no Saving Throw, but creatures hit by the splash damage are allowed to make a Save vs. Spell for half damage.



HARM

(NECROMANCY)

Level: 6
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: Neg.

When this spell is cast, the caster gains the ability to touch a target and inflict tremendous damage, reducing the target to all but 1d4 Hit Points. A Save vs. Spell negates the effect. This spell has no effect on undead, constructs, or extraplanar creatures. It can only be cast by evil-aligned characters.



HEAL

(NECROMANCY)

Level: 6
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

Heal wipes away disease and injury from a target creature. It cures blindness, disease, poison, intoxication, and feeblemind, and restores the target to maximum Hit Points if she has been injured. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by evil-aligned characters.



PHYSICAL MIRROR (ALTERATION)

Level: 6
 Sphere: Numbers
 Range: 0
 Duration: 9 rounds
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk that protects the caster. Any missile weapon that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180-deg. arc. The sender of the missile finds herself the target of her own attack. The caster of the mirror can direct missile attacks normally through the space occupied by the mirror.



SOL'S SEARING ORB (INVOCATION)

Level: 6
 Sphere: Sun
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 6
 Area of Effect: 1 creature
 Saving Throw: Special

This spell allows the caster to hurl a brilliant, searing flash at a target. When it hits, it explodes in a flash of light, doing 6d12 points of fire damage to the target and blinding her for 3 rounds if a Save vs. Spell is failed. If the Saving Throw is made, the target only takes half damage and is not blinded. Undead creatures are particularly vulnerable to this spell, taking double damage.



SPIRITUAL WRATH (INVOCATION)

Level: 6
 Sphere: Combat
 Range: Visual range of the caster
 Duration: Instant
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: 1/2

Upon completion of this spell, the priest becomes a focus of spiritual energy, which then shoots out from the caster in four directions, like lightning bolts. All creatures in the bolts' paths take 4d10 points of magic damage (save vs. Spell for half). Creatures of the same moral alignment (good, neutral, evil) as the caster are unaffected by the spell.



WHIRLWIND (INVOCATION)

Level: 6
 Sphere: Elemental Air
 Range: Visual range of the caster
 Duration: Special
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: Special

This spell creates a small whirlwind within the caster's sight. The whirlwind will fly around randomly, harming friend and foe alike. The caster is immune to her own spell, and elementals and other huge creatures are also unaffected. If a creature is caught in the path of the whirlwind, it takes 2d8 crushing damage, 2d8 slashing damage, and must make a Save vs. Breath Weapon or be stunned for 2 rounds. Creatures with 2 or fewer Hit Dice are automatically killed by this spell. A maximum of 8 targets can be affected, after which the whirlwind will dissipate.



WONDROUS RECALL (ALTERATION)

Level: 6
 Sphere: Charm, Creation
 Range: 0
 Duration: Instant
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None

This spell enables the caster to bring back to memory two spells that have been previously cast. If no spells have been cast yet, nothing happens. Wondrous Recall cannot recall 6th-level or higher spells.

LEVEL 7



CONFUSION (ENCHANTMENT/CHARM)

Level: 7
 Sphere: Chaos
 Range: Visual range of the caster
 Duration: 1 round/level
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

This spell causes confusion in foes within the area of effect. If the creatures fail their Save vs. Spell at a -2 penalty, they will either wander away, stand in place, or attack another creature randomly.



CONJURE EARTH ELEMENTAL (CONJURATION/SUMMONING)

Level: 7

Sphere: Summoning, Elemental Earth

Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Similar to the wizard spell *Conjure Earth Elemental*, the priest version summons a more powerful elemental (65% chance of a 12-Hit-Dice elemental, 20% chance of a 16-Hit-Dice elemental, 10% chance of a 20-Hit-Dice elemental, and 5% chance of a 24-Hit-Dice elemental). The elemental will obey the commands of the priest, but the priest does not have to concentrate on it to control it, leaving him free to perform other actions while the earth elemental pounds his enemies into gravel. The elemental will last until the spell duration expires or the elemental is slain.



CREEPING DOOM (CONJURATION/SUMMONING)

Level: 7

Sphere: Animal, Summoning

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Creeping Doom summons masses of insects that will promptly spread out and attack the caster's enemies. The swarms are composed of various beetles, spiders, and other creatures, each of which will sting once and die—as a result, the swarm will generally kill any creature not immune to normal attacks before the swarm is destroyed.



DESTRUCTION (NECROMANCY)

Level: 7
 Sphere: Healing
 Range: Touch
 Duration: Instant
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: Special

This spell instantly destroys a target, blasting it into small chunks. The victim is allowed a Save vs. Death at a penalty of -4; if successful, the target takes 8d6 points of magic damage instead of being destroyed. Note that a character killed by a Destruction spell cannot be raised from the dead. This spell can only be cast by evil-aligned characters.



EARTHQUAKE (ALTERATION)

Level: 7
 Sphere: Elemental Earth
 Range: 0
 Duration: Instant
 Casting Time: 9
 Area of Effect: Visual range of the caster
 Saving Throw: Special

This spell causes a local tremor to rip through the ground. Enemies within sight of the caster suffer 4d10+2 points of crushing damage and must make a Save vs. Death or be knocked prone for 3 rounds. Huge creatures and creatures with 10 or more Hit Dice are unaffected by this spell.



FINGER OF DEATH (NECROMANCY)

Level: 7
Sphere: War
Range: Visual range of the caster
Duration: Instant
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Special

The Finger of Death spell snuffs out the victim's life force. The caster points a finger at the victim after the incantation is complete and, unless the victim makes a Save vs. Spell with a -2 penalty, he dies. A creature successfully making the Saving Throw still receives 2d8 points of magic damage + 1 per level of the caster.



FIRE STORM (EVOCATION)

Level: 7
Sphere: Elemental Fire
Range: Visual range of the caster
Duration: Instant
Casting Time: 9
Area of Effect: 29-ft. radius
Saving Throw: 1/2

This spell causes the area of effect to be covered in roaring flames, dealing 2d8 points of damage plus 1 per level of the caster to anything within the area of effect. Creatures are allowed a Save vs. Spell to take half damage from the blast.



GATE (CONJURATION/SUMMONING)

Level: 7
 Sphere: Summoning
 Range: 30 ft.
 Duration: 33 rounds
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

By means of this spell, the caster calls an outer-planar creature, the pit fiend, to attack his foes—as well as himself if he's not careful. The caster must use a Protection From Evil spell on himself (and comrades) to keep the devil from noticing him. If the caster fails to protect himself in this manner, the pit fiend will tear the caster and his companions apart piece by piece, then feast on the remains.



GREATER RESTORATION (NECROMANCY)

Level: 7
 Sphere: Necromantic
 Range: Touch
 Duration: Instant
 Casting Time: 3
 Area of Effect: 1 creature
 Saving Throw: None

This spell reverses any previous life energy level drain from the creature by a force or monster. It will also restore the Intelligence score of a creature affected by the Feeblemind spell and negate any form of insanity, such as confusion or berserk. It fully heals the target and cures any diseases or poisons. The casting of this spell is very draining on the priest, and he will likely require rest immediately afterward. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by evil-aligned characters.



GREATER SHIELD OF LATHANDER (CONJURATION)

Level: 7
 Sphere: Guardian
 Range: Touch
 Duration: 3 rounds
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

This spell grants the recipient 100% Magic Resistance and immunity to damage for the duration of the spell. Evil creatures cannot be protected by a Greater Shield of Lathander. This spell can only be cast by good-aligned characters.



HOLY WORD (CONJURATION)

Level: 7
 Sphere: Combat
 Range: 0
 Duration: Special
 Casting Time: 1
 Area of Effect: 30-ft. radius
 Saving Throw: None

When uttered, this spell turns the priest into a bridge between his deity and the Prime Material Plane, allowing him to funnel magical energy to smite all creatures of evil alignment in the area of effect. The effects differ depending on the target's Hit Dice:

- Fewer than 4: Death
- 4 to 7: Stunned for 1 turn
- 8 to 11: Slowed for 1 turn with a 75% chance of spell failure
- 12 and up: Deafened for 1 turn with a 50% chance of spell failure

There is no Saving Throw, the effects are instantaneous and last for the duration of the spell or until dispelled. Holy Word can only be cast by good-aligned characters.



IMPERVIOUS SANCTITY OF MIND (ABJURATION)

Level: 7
Sphere: Protection
Range: 0
Duration: 1 turn/level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

This spell steels the caster's mind against any outside influence. Charm, confusion, fear, feeble-mindedness, hold, sleep, maze, berserk, and intoxication will not affect the caster as long as this spell is in effect.



MIST OF ELDATH (INVOCATION)

Level: 7
Sphere: Elemental
Range: Visual range of the caster
Duration: Instant
Casting Time: 9
Area of Effect: 14-ft. radius
Saving Throw: None

This spell blankets the area of effect with a silver-blue mist—any creature within the mist will be cured of disease and poison and healed 25 Hit Points.



NATURE'S BEAUTY (ILLUSION/PHANTASM)

Level: 7
 Sphere: Elemental Earth
 Range: 0
 Duration: Special
 Casting Time: 6
 Area of Effect: 30-ft. radius
 Saving Throw: Special

When this spell is cast, the caster appears to undergo a remarkable transformation and becomes the very ideal of beauty: For a male, this is usually a nymph; for a female, it varies.

As with a nymph, any humanoid viewing the disguised caster must make a Save vs. Spell with a +3 bonus or die of longing for the denied illusion. In addition, all hapless viewers of the transformed Druid, humanoid or otherwise, are instantly smitten with permanent blindness (until dispelled) with no save. The transformation is instantaneous but lasts only seconds, affecting foes near the caster.

Blind creatures are unaffected by this spell.



REGENERATION (NECROMANCY)

Level: 7
 Sphere: Healing
 Range: Touch
 Duration: 1 round/2 levels
 Casting Time: 7
 Area of Effect: 1 creature
 Saving Throw: None

This powerful spell enables the priest to imbue one creature with the ability to regenerate. This regeneration will heal any wounds and even

regenerate lost limbs. The creature affected will regain 3 Hit Points per second. The effect lasts for 1 round per 2 levels of the caster or until dispelled. For example, a 14th-level priest would regenerate 18 Hit Points per round for 7 rounds. This spell has no effect on undead, constructs, or extraplanar creatures. It cannot be cast by evil-aligned characters.



RESURRECTION (NECROMANCY)

Level: 7
Sphere: Necromantic
Range: Touch
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

Restoring life to the dead is one of the priest's most powerful abilities. With Resurrection, he can restore a character to life with full Hit Points. The deceased character must be in the party for this spell to work. Unlike Raise Dead, Resurrection will work on elven characters. It will not work on someone killed by Death Spell, Finger of Death, Destruction, or Disintegrate. This spell can only be cast by good-aligned characters.



SHIELD OF THE ARCHONS (ABJURATION)

Level: 7
Sphere: Protection
Range: Touch
Duration: 3 rounds/level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

This powerful abjuration spell causes the spells cast against the priest to be absorbed and consumed. This affects a total number of spell levels equal to half the level of the caster. It includes spells cast from scrolls and innate

spell-like abilities, but excludes area effects that are not centered directly upon the priest and area effects that are stationary, such as Cloudkill and Stinking Cloud.

As long as there are levels remaining, the spell will be absorbed. For example, if there is only 1 level left and a 3rd-level spell is cast at the priest, the spell will be absorbed while canceling the shield.

This spell will not protect the caster from Dispel Magic, but it will not be dispelled by Dispel Magic either.



STALKER (CONJURATION)

Level: 7
 Sphere: Plant
 Range: Visual range of the caster
 Duration: 8 hours
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None

This spell creates two 11-HD shambling mounds. These creatures willingly aid the caster in combat or whatever other duties they are assigned and have the capability to carry out.



SUNRAY (EVOCATION, ALTERATION)

Level: 7
 Sphere: Sun
 Range: Visual range of the caster
 Duration: 4 rounds
 Casting Time: 4
 Area of Effect: 18-ft. radius
 Saving Throw: Special

This spell allows the caster to evoke a dazzling beam of light from the sky

that lasts 4 rounds. Creatures in the area of effect must make a Save vs. Spell or be blinded for 1d3 rounds. Undead or fungoid creatures in the area of effect also take 8d6 points of damage (save vs. Spell for half).



SYMBOL, DEATH (CONJURATION/SUMMONING)

Level: 7
 Sphere: Guardian
 Range: 90 ft.
 Duration: Special
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area of effect to make a Save vs. Death or die. Creatures with more than 60 current Hit Points are immune to this effect.



SYMBOL, FEAR (CONJURATION/SUMMONING)

Level: 7
 Sphere: Guardian
 Range: 30 ft.
 Duration: Special
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode causing all those within the area to make a Save vs. Spell with a -4 penalty or be affected by fear for 2 rounds + 1 round every 3 levels of the

caster.



SYMBOL, HOPELESSNESS (CONJURATION/SUMMONING)

Level: 7

Sphere: Guardian

Range: Visual range of the caster

Duration: 2 turns

Casting Time: 3

Area of Effect: 60-ft. radius

Saving Throw: Neg.

Symbol, Hopelessness is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area of effect to make a Save vs. Spell with a -2 penalty or stand in place, overwhelmed by dejection and surrender. They will make no move to defend themselves from attack.



SYMBOL, PAIN (CONJURATION/SUMMONING)

Level: 7

Sphere: Guardian

Range: Visual range of the caster

Duration: 2d10 turns

Casting Time: 3

Area of Effect: 60-ft. radius

Saving Throw: Neg.

All creatures within 60 ft. of the symbol of pain at the moment it is invoked must make a Save vs. Spell. Those who fail their Saving Throws are overwhelmed by pain, suffering a -4 penalty to their attack rolls, a -2 penalty to their Dexterity scores, and a -2 penalty to their Armor Class.



SYMBOL, STUN (CONJURATION/SUMMONING)

Level: 7
 Sphere: Guardian
 Range: 90 ft.
 Duration: Special
 Casting Time: 9
 Area of Effect: 30-ft. radius
 Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the priest to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area of effect to make a Save vs. Spell with a -4 penalty or be stunned for 2 rounds + 1 round every 3 levels of the caster.



UNHOLY WORD (CONJURATION)

Level: 7
 Sphere: Combat
 Range: 0
 Duration: Special
 Casting Time: 1
 Area of Effect: 30-ft. radius
 Saving Throw: None

When uttered, this spell turns the priest into a bridge between his deity and the Prime Material Plane, allowing him to funnel magical energy to smite all creatures of good alignment in the area of effect. The effects differ depending on the target's Hit Dice:

- Fewer than 4: Death
- 4 to 7: Stunned for 1 turn
- 8 to 11: Slowed for 1 turn with a 75% chance of spell failure

– 12 and up: Deafened for 1 turn with a 50% chance of spell failure

There is no Saving Throw; the effects are instantaneous and last for the duration of the spell or until dispelled. *Unholy Word* can only be cast by evil-aligned priests.



WITHER (NECROMANCY)

Level: 7

Sphere: Healing

Range: Touch

Duration: 1 round/2 levels

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.

This powerful spell causes the organs of the touched creature to cease functioning and wither away unless a Save vs. Death at a penalty of -4 is made. The creature affected will lose 3 Hit Points per second. The effect lasts for 1 round per 2 levels of the caster or until dispelled. For example, a 14th-level priest would cause the targeted creature to lose 18 Hit Points per round for 7 rounds. This spell has no effect on undead, constructs, or extraplanar creatures. It can only be cast by evil-aligned characters.

CHAPTER 10: EQUIPMENT

ARMOR

LEATHER

This armor is made of leather hardened in boiling oil, then shaped into breastplate and spaulders. The rest of the suit is fashioned from more flexible materials.

STUDDED LEATHER

This armor is made from unhardened leather reinforced with close-set metal rivets.

HIDE

This bulky, odorous armor is sewn from the thick hides of large animals.

CHAIN MAIL

Chain mail is made of interlocking metal rings. It's worn over a layer of padded fabric or soft leather to prevent chafing and lessen the impact of blows.

SPLINT MAIL

This is a variant of banded mail in which the metal strips are applied vertically to the backing of chain, leather, or cloth. Since a person's mid-torso does not normally swivel so much as flex back to front, splint mail is more restrictive in battle.

PLATE MAIL

Plate mail is a combination of chain armor with metal plates covering vital areas such as the chest, abdomen, and groin. Held together with buckles and straps, the armor's weight is distributed over the whole body.

FULL PLATE

The best (and heaviest) armor a warrior can acquire, both in appearance and protection. The perfectly fitted interlocking plates are angled to deflect impact, and the entire suit is carefully adorned with rich engraving and embossed detail.

SHIELDS

BUCKLER

Bucklers are slightly smaller versions of shields. Unlike other shields, bucklers can be used by Thieves.

SMALL SHIELD

The small shield is usually round and carried on the forearm, gripped with the shield hand. Its light weight compared to a medium shield permits the user to carry other items in that hand, but they cannot wield or carry another weapon.

MEDIUM SHIELD

This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from 3' to 4' in diameter, and can be of any shape, from round to square to a dragon's spread wings. A typical medium shield resembles a triangle with one point facing downward.

LARGE SHIELD

Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the user's chin to toe. It must be firmly fastened to the forearm, and the shield hand must firmly grip it at all times.

MISCELLANEOUS WEARABLES

AMULETS

Amulets are jewelry — sometimes magical — worn around the neck, suspended from a chain. The type of chain may increase the item's aesthetic value, but not its magical properties, if any. Only one amulet can be worn at a time.

BOOTS

Boots are normally handmade by cobblers. Common boots are made using a form; good ones are designed for the feet that will wear them.

BRACERS

These thick bands of metal or leather are strapped, belted, or tied to a character's forearm.

CLOAK

Cloaks can be made in nearly any shape with just about every type of fabric. The most common form is a circular piece of fabric with a hole in the center for the head and fabric draped from neck, connected by a chain, brooch, cord, or pins.

GAUNTLETS

Gauntlets are armored gloves. They can be leather, metal plate, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties.

GIRDLES

Girdles are similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees but to carry pouches, scabbards, and the like.

HELMETS

Helmets made of reinforced leather or metal cover most of the head other than the face and neck. Helmets protect the wearer from critical hits.

NECKLACE

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum, or other precious metals and adorned with gems. Always worn around the neck, necklaces can be of any length.

RINGS

Rings are worn on the fingers and often carry an enchantment. One can be worn on each hand.

WEAPONS

The table at the end of this book lists the statistical values for each weapon. The following entries describe the basic weapons you are most likely to encounter during your travels, though you may find variations on them on occasion.

ARROW

Arrows in this game are flight arrows. As the name implies, they are built for distance. These lightweight arrows are often used for hunting. Most are made of ash or birch and are 30 to 40 inches long.

BASTARD SWORD

Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bastard sword has a double-edged blade and a long grip. Overall bastard sword length ranges between four feet and four feet, ten inches.

BATTLE AXE

The most common battle axe is a stout pole about four feet in length with a single-edge, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

BOLT

A bolt (sometimes referred to as a quarrel) is the ammunition fired by crossbows, regardless of the weapon's size.

BULLET

A bullet is a pellet of hardened clay or lead made as sling ammunition.

CLUB

This simple weapon has been used since people first began using tools. Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. Anyone can find a piece of wood and swing it, hence the club's widespread use.

COMPOSITE BOW

Composite bows are longbows made from more than one type of material. This gives the bow greater flexibility and range. These were developed after the normal longbow.

CROSSBOW

A crossbow is a bow mounted crosswise on a wooden or metal stock. The crossbow fires a bolt (also called a quarrel).

DAGGER

The typical dagger has a pointed, double-edged blade, as opposed to a knife, which has a single edge and is shorter.

DART

The dart is a small missile weapon that is thrown rather than fired.

FLAIL

The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with studs, or a studded iron ball. A hinge or chain connects the handle to the attachment.

HALBERD

A halberd combines features of both a spear and an axe. It consists of a cleaver-like axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke and surmounted by a sharp spike.

LONG SWORD

These swords are also known as double-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no standard version for the long sword; they vary in length from 35 to 47 inches. In the latter case, the blade sometimes takes up as much as 40 inches of the total length. Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, it is designed for slashing, not thrusting.

Longbow

The longbow is similar to the shortbow, but is about as long as the archer is tall, usually six or more feet. It has better range than the shortbow.

MACE

A wooden shaft with a stone or iron head, the mace is a direct descendant of the basic club. The design varies. Some are flanged; others have pyramidal knobs.

MORNING STAR

The morning star is a wooden shaft topped with a metal head covered by a spiked iron sheath. Morning stars have an overall length of about four feet. Some have round, oval, or cylindrical heads studded with spikes. A long point, for thrusting, extends from most morning star heads.

QUARTERSTAFF

The quarterstaff is a length of wood ranging six to nine feet in length. High quality staves are made of stout oak and are shod with metal at both ends. The quarterstaff is wielded with both hands.

SHORT SWORD

The short sword is the first type of sword to come into existence. It has a double-edged blade about two feet long. The tip is usually pointed, ideal for thrusting.

SHORTBOW

Shortbows are about five feet long. They are the earliest form of bow. As the years passed, attempts were made to increase ranges by lengthening the bow or increasing its flexibility. The former resulted in the longbow.

SLING

The basic sling consists of a leather or fabric strap with a pouch for holding a missile. The weapon, held by both ends of the strap, is swung around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

SPEAR

Dating back to the most primitive of times, the first spears were wooden sticks sharpened at one end. When the civilized races mastered metals, spearheads were made from iron and steel.

THROWING AXE

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip counterbalanced by a pointed fluke. The short handle has a point of the bottom, and the head may have a spike on the top. Characters proficient with axes are also proficient with throwing axes.

THROWING DAGGER

This dagger is balanced for throwing. Characters proficient with daggers are also proficient with throwing daggers.

TWO-HANDED AXE

This mighty weapon consists of a haft four to five feet long, topped with a heavy blade. The axe may be double-bitted, with blades on both sides of the haft, or it may only have a single blade. It is an unwieldy weapon, but a skilled warrior can strike blows of tremendous strength with it.

TWO-HANDED SWORD

The two-handed sword is a derivative of the long sword. The blade is six feet long or more, and the handle is extended. Two hands are required to properly swing the sword.

WAR HAMMER

The war hammer consists of a wooden or metal shaft capped with a metal head. The head is usually a block, cylinder, or wedge with a flat or slightly rounded face. The heft of the head makes the hammer ideal for swinging and crushing armors of all types.

EXOTIC WEAPONS

There are other weapons you may find throughout your adventure that have not been described here. If you are proficient with it, you can wield it.

Blades from Far Eastern lands have infrequently been spotted in the area, brought to the North by foreign traders or retrieved by irreverent adventurers from long-forgotten crypts. These are exceedingly rare, however, and I doubt more than a handful exist in the vicinity of the Ten Towns.

—Everard

It matters not where the tool comes from, as long as it gets the job done.

—Hrothgar

CHAPTER 11: MAGICAL ITEMS

(PENPED BY EVERARD)

MAGICAL ITEMS IN ICEWIND DALE

I have made something of a habit of cataloguing some of the rare arcane items rumored to have been seen within the Kuldahar and Easthaven region — while many famed weapons and armors sit upon the walls at the Temple of Tempus, there are others that are known to me only by rumor. A correspondence with one of the shopkeepers in Kuldahar, a man by the name of Gerth, has set me to the task of amassing a list of some of the historical relics believed to be lost within the area.

BARRIER AMULET

This amulet was crafted by the enchanter Celemon of Calimport in 727 DR, and it is believed one of them was carried into the Spine of the World mountains by an elven warrior-mage named Pelan Rainwind around 840 DR. It is said the amulet can make the user immune to many physical and magical attacks, but the exact workings of the amulet are unknown. Celemon is said to have had a formula for crafting these amulets, but the formula was lost when jealous rivals killed him and then attempted to duplicate the procedure. Lacking the talent that Celemon possessed (as well as an inability to read his shorthand), his rivals perished attempting to replicate the amulets, destroying their laboratories and themselves.

MISERY'S HERALD

I search for this weapon still, if only to see for myself the potential of orcish craftsmanship — and the lengths to which those that serve the orc god Grummsh will go to carry out his will. Many descriptions of Misery's Herald exist — the shaft is of meteoric iron, said to have been shaped to resemble an elven femur, and is wrapped in tanned elven skin. Consecrated by orcish priests, Misery's Herald was held by the high priest of the Bone Legion until he fell while leading his people against the elven forces at the Hand of the Seldarine. Rumors about the flail's powers abound, but it is said to be able to shatter the bones of giants and instill fear in any creature it strikes.

SPEAR OF WHITE ASH

The spear of the hunter, this foul spear was used by Malarite priests on their High Hunts in preparation for their bloody celebrations. The black iron tip is barbed, the shaft itself carved from a single piece of ash wood; it is said that when the spear strikes true, the barbs “sprout,” tearing into the opponent and shredding his body. The spear was initially lost during a hunt in Cloakwood almost twelve years ago, but Gerth in Kuldahar claims a caravan master spoke of seeing an item matching the spear’s description in the hands of humanoids in the north. How it arrived in the Spine of the World mountains is unknown.

SPINESHEATH

This coward’s weapon would scarcely be worth the steel from which it is made, but it is in the interests of the church that it be reclaimed, and, if possible, destroyed. Its name apparently derived from the owner’s predilection for driving it into the backs of his enemies, the tip of this long stiletto has been specially enchanted to penetrate armor as if it were nothing more than cloth. It is said that the assassin Beledor of Calimport used this weapon against dozens of victims before he himself was poisoned by an easily bribed servant in the employ of his enemies. He who wields a coward’s weapon deserves a coward’s death.

BLACK SWAN ARMOR

This armor is a most intriguing piece, a work of art fashioned from the hands of dwarves and elves. Not only is it said to give the wearer proof against many attacks, including fire and cold, acid and electricity, the Black Swan Armor is believed to give the wearer additional command ability. Last reported worn by an elven marshal in the Severed Hand, it was believed this armor was lost when orcs sacked the region many decades ago. A recent communique from one of the diviners in Waterdeep, however, assures me it has been found again but is possessed by an evil warrior within the Spine of the World. If the opportunity presents itself, I must attempt to find its whereabouts and reclaim it.

—Everard, Battle-Priest of Tempus

CHAPTER 12: APPENDICES

This section contains information you may need in your travels. Where applicable, descriptions of columns are on the left; the tables themselves are on the right.

APPENDIX 1: ABILITY SCORES

STRENGTH

EXCEPTIONAL VALUE

Warrior classes (Fighters, Barbarians, Rangers, and Paladins) starting with a score of 18 qualify for an exceptional Strength value. They receive enhanced bonuses depending on this value.

MELEE TO-HIT

Added or subtracted from the attack roll during combat. A positive number makes the opponent easier to hit.

MELEE DAMAGE

Added to or subtracted from damage inflicted by a successful melee attack. This value is also added to throwing dagger, throwing axe, and sling damage.

MAX WEIGHT

The character's weight allowance — how much they can carry without being encumbered.

FORCE LOCK

This is the percentage chance a character has to bash open a locked door or chest.

Score	Exceptional Value	Melee To-Hit	Melee Damage	Force Lock	Max Weight
1	-	-5	-4	1%	1
2	-	-3	-2	2%	3
3	-	-3	-1	3%	5
4	-	-2	-1	4%	15
5	-	-2	-1	5%	15
6	-	-1	0	6%	30
7	-	-1	0	7%	30
8	-	0	0	8%	50
9	-	0	0	9%	50
10	-	0	0	10%	70
11	-	0	0	11%	70
12	-	0	0	12%	90
13	-	0	0	13%	90
14	-	0	0	14%	120
15	-	0	0	15%	120
16	-	0	1	16%	150
17	-	1	1	18%	170
18	-	1	2	20%	200
*	1-50	1	3	25%	220
*	51-75	2	3	30%	250
*	76-90	2	4	35%	280
*	91-99	2	5	40%	320
*	00	3	6	45%	400
19	-	3	7	50%	500
20	-	3	8	55%	600
21	-	4	9	60%	700
22	-	4	10	65%	800
23	-	5	11	70%	1000
24	-	6	12	75%	1200
25	-	7	14	80%	1600

DEXTERITY

REACTION ADJUSTMENT

Modifies the effective Speed Factor of the weapon the character currently wields. This affects both melee and ranged weapons.

RANGED TO-HIT

Added to the attack roll when using a ranged weapon. A positive number makes the opponent easier to hit.

AC MODIFIER

Added or subtracted from the character's Armor Class. Since a lower AC is better, a lower or negative number is better.

Score	Reaction Adjustment	Ranged To-Hit Bonus	AC Modifier
1	-6	-6	+5
2	-4	-4	+4
3	-3	-3	+3
4	-2	-2	+2
5	-1	-1	+1
6	-	-	-
7	-	-	-
8	-	-	-
9	-	-	-
10	-	-	-
11	-	-	-
12	-	-	-
13	-	-	-
14	-	-	-
15	-	-	-1
16	+1	+1	-2
17	+2	+2	-3
18	+2	+2	-4
19	+3	+3	-4
20	+3	+3	-4
21	+4	+4	-5
22	+4	+4	-5
23	+4	+4	-5
24	+5	+5	-6
25	+5	+5	-6

DEXTERITY

(THIEVING SKILLS)

This table shows the bonuses (or penalties) to a Thief's thieving skills based on Dexterity. A high Dexterity means a more skilled Thief.

Score	Pick Pockets	Open Locks	Find Traps	Move Silently	Hide in Shadows	Set Traps
1	-15	-10	-10	-20	-10	-10
2	-15	-10	-10	-20	-10	-10
3	-15	-10	-10	-20	-10	-10
4	-15	-10	-10	-20	-10	-10
5	-15	-10	-10	-20	-10	-10
6	-15	-10	-10	-20	-10	-10
7	-15	-10	-10	-20	-10	-10
8	-15	-10	-10	-20	-10	-10
9	-15	-10	-10	-20	-10	-10
10	-10	-5	-10	-15	-5	-10
11	-5	-	-5	-10	-	-5
12	-	-	-	-5	-	-
13	-	-	-	-	-	-
14	-	-	-	-	-	-
15	-	-	-	-	-	-
16	-	+5	-	-	-	-
17	+5	+10	-	+5	+5	-
18	+10	+15	+5	+10	+10	+5
19	+15	+20	+10	+15	+15	+10
20	+20	+25	+15	+18	+18	+15
21	+25	+30	+20	+20	+20	+20
22	+30	+35	+25	+23	+23	+25
23	+35	+40	+30	+25	+25	+30
24	+40	+45	+35	+30	+30	+35
25	+45	+50	+40	+35	+35	+40

CONSTITUTION

BONUS HP

This number is added to the Hit Point roll a character makes when starting the game or going up a level. Numbers in parentheses are for warrior classes only. Note that only warrior classes (Fighter, Ranger, Barbarian, and Paladin) receive further Hit Point benefits from a Constitution higher than 16. All other classes with a high Constitution receive a maximum of two bonus Hit Points per level.

MINIMUM HP

When a character gains a level and rolls for new Hit Points, rolls lower than this value will automatically be increased to match it based on the character's Constitution.

REGENERATION

A character with exceptional Constitution will regenerate Hit Points. This column indicates the number of seconds that must pass before a character with a high Constitution will regenerate one Hit Point.

FATIGUE

This column determines the number of additional hours a character can travel without suffering fatigue penalties.

ALCOHOL TOLERANCE

This column presents the number of alcoholic drinks a character can imbibe before becoming intoxicated.

Score	Bonus HP	Minimum HP	Regeneration	Fatigue	Alcohol Tolerance
1	-3	1	0	-16	1
2	-2	1	0	-12	1
3	-2	1	0	-12	1
4	-1	1	0	-8	1
5	-1	1	0	-8	2
6	-1	1	0	-4	2
7	0	1	0	-4	3
8	0	1	0	0	4
9	0	1	0	0	4
10	0	1	0	0	4
11	0	1	0	0	4
12	0	1	0	0	4
13	0	1	0	0	5
14	0	1	0	0	5
15	1	1	0	0	5
16	2	1	0	4	6
17	3*	1	0	4	7
18	4*	1	0	8	8
19	5*	1	0	8	10
20	5*	2	60	12	13
21	6*	3	50	12	13
22	6*	3	40	16	17
23	6*	4	30	16	17
24	7*	4	20	20	25
25	7*	4	10	20	25

* Warriors only.

INTELLIGENCE

WRITE MAGIC

The percentage chance that a Mage or Bard can learn a spell and add it to their spellbook.

MAX SPELL LEVEL

The maximum level of spell a Mage or Bard can inscribe in their spellbook. This has no effect on a Mage or Bard's ability to cast spells of any level; once a spell is in their spellbook, it can be cast normally.

MAX SPELLS KNOWN

The maximum number of spells a Mage or Bard can have in their spellbook per spell level.

LORE BONUS

This bonus is added to the character's Lore ability. It is cumulative with the Lore bonus for Wisdom.

MAZE DURATION

This column lists the number of rounds the character will be under the effect of a Maze spell.

Score	Write Magic	Max Spell Level	Max Spells Known	Lore Bonus	Maze Duration
1	-	-	-	-20	20d4
2	-	-	-	-20	20d4
3	-	-	-	-20	10d4
4	-	-	-	-20	10d4
5	-	-	-	-20	10d4
6	-	-	-	-20	5d4
7	-	-	-	-10	5d4
8	-	-	-	-10	5d4
9	35%	4	6	-10	4d4
10	40%	5	7	-	4d4
11	45%	5	7	-	4d4
12	50%	6	7	-	3d4
13	55%	6	9	-	3d4
14	60%	7	9	-	3d4
15	65%	7	11	+3	2d4
16	70%	8	11	+5	2d4
17	75%	8	14	+7	2d4
18	85%	9	18	+10	1d4
19	95%	9	99	+12	1d4
20	96%	9	99	+15	1d4
21	97%	9	99	+20	1d4
22	98%	9	99	+25	1d4
23	99%	9	99	+30	1d4
24	100%	9	99	+35	1d4
25	100%	9	99	+40	1d4

WISDOM

LORE BONUS

This bonus is added to the character's Lore ability. It is cumulative with the Lore bonus for Intelligence.

BONUS PRIEST SPELLS PER DAY

The number of additional spells a priest receives for exceptional Wisdom. The bonus spells are cumulative as you move down the table. These spells become available only when the priest can normally access spells of the appropriate level.

Note: Only Clerics and Druids receive bonus spells per day from a high Wisdom score; Paladins and Rangers do not.

Score	Lore Bonus	Bonus Priest Spells Per Day						
		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1	-20	-	-	-	-	-	-	-
2	-20	-	-	-	-	-	-	-
3	-20	-	-	-	-	-	-	-
4	-20	-	-	-	-	-	-	-
5	-20	-	-	-	-	-	-	-
6	-20	-	-	-	-	-	-	-
7	-10	-	-	-	-	-	-	-
8	-10	-	-	-	-	-	-	-
9	-10	-	-	-	-	-	-	-
10	-	-	-	-	-	-	-	-
11	-	-	-	-	-	-	-	-
12	-	-	-	-	-	-	-	-
13	-	1	-	-	-	-	-	-
14	-	2	-	-	-	-	-	-
15	+3	2	1	-	-	-	-	-
16	+5	2	2	-	-	-	-	-
17	+7	2	2	1	-	-	-	-
18	+10	2	2	1	1	-	-	-
19	+12	3	2	1	2	-	-	-
20	+15	3	3	1	3	-	-	-
21	+20	3	3	2	3	1	-	-
22	+25	3	3	2	4	2	-	-
23	+30	3	3	2	4	4	-	-
24	+35	3	3	2	4	4	2	-
25	+40	3	3	2	4	4	3	1

CHARISMA

STORE DISCOUNT

An additional modifier to store prices based on Charisma. A high Charisma will yield characters better prices when purchasing equipment.

Score	Store Discount
1	-
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-
10	-
11	-
12	-
13	-
14	-
15	-
16	-5%
17	-10%
18	-15%
19	-20%
20	-25%
21	-25%
22	-25%
23	-25%
24	-25%
25	-25%

APPENDIX 2: XP PROGRESSION

WARRIORS

Level	Barbarian	Fighter	Paladin	Ranger
1	-	-	-	-
2	2,000	2,000	2,250	2,250
3	4,000	4,000	4,500	4,500
4	8,000	8,000	9,000	9,000
5	16,000	16,000	18,000	18,000
6	32,000	32,000	36,000	36,000
7	64,000	64,000	75,000	75,000
8	125,000	125,000	150,000	150,000
9	250,000	250,000	300,000	300,000
10	500,000	500,000	600,000	600,000
11	750,000	750,000	900,000	900,000
12	1,000,000	1,000,000	1,200,000	1,200,000
13	1,250,000	1,250,000	1,500,000	1,500,000
14	1,500,000	1,500,000	1,800,000	1,800,000
15	1,750,000	1,750,000	2,100,000	2,100,000
16	2,000,000	2,000,000	2,400,000	2,400,000
17	2,250,000	2,250,000	2,700,000	2,700,000
18	2,500,000	2,500,000	3,000,000	3,000,000
19	2,750,000	2,750,000	3,300,000	3,300,000
20	3,000,000	3,000,000	3,600,000	3,600,000
21	3,250,000	3,250,000	3,900,000	3,900,000
22	3,500,000	3,500,000	4,200,000	4,200,000
23	3,750,000	3,750,000	4,500,000	4,500,000
24	4,000,000	4,000,000	4,800,000	4,800,000
25	4,250,000	4,250,000	5,100,000	5,100,000
26	4,500,000	4,500,000	5,400,000	5,400,000
27	4,750,000	4,750,000	5,700,000	5,700,000
28	5,000,000	5,000,000	6,000,000	6,000,000
29	5,250,000	5,250,000	6,300,000	6,300,000
30	5,500,000	5,500,000	6,600,000	6,600,000

Priests

Level	Monk	Druid	Cleric
1	-	-	-
2	1,500	2,000	1,500
3	3,000	4,000	3,000
4	6,000	7,500	6,000
5	13,000	12,500	13,000
6	27,500	20,000	27,500
7	55,000	35,000	55,000
8	110,000	60,000	110,000
9	225,000	90,000	225,000
10	450,000	125,000	450,000
11	675,000	200,000	675,000
12	900,000	300,000	900,000
13	1,125,000	750,000	1,125,000
14	1,350,000	1,500,000	1,350,000
15	1,575,000	1,800,000	1,575,000
16	1,800,000	2,025,000	1,800,000
17	2,025,000	2,250,000	2,025,000
18	2,250,000	2,475,000	2,250,000
19	2,475,000	2,700,000	2,475,000
20	2,700,000	2,925,000	2,700,000
21	2,925,000	3,150,000	2,925,000
22	3,150,000	3,375,000	3,150,000
23	3,375,000	3,600,000	3,375,000
24	3,600,000	3,825,000	3,600,000
25	3,825,000	4,050,000	3,825,000
26	4,050,000	4,275,000	4,050,000
27	4,275,000	4,500,000	4,275,000
28	4,500,000	4,725,000	4,500,000
29	4,725,000	4,925,000	4,725,000
30	4,950,000	5,175,000	4,950,000

ROGUES AND WIZARDS

Level	Thief	Bard	Mage	Sorcerer
1	-	-	-	-
2	1,250	1,250	2,500	2,500
3	2,500	2,500	5,000	5,000
4	5,000	5,000	10,000	10,000
5	10,000	10,000	20,000	20,000
6	20,000	20,000	40,000	40,000
7	40,000	40,000	60,000	60,000
8	70,000	70,000	90,000	90,000
9	110,000	110,000	135,000	135,000
10	160,000	160,000	250,000	250,000
11	220,000	220,000	375,000	375,000
12	440,000	440,000	750,000	750,000
13	660,000	660,000	1,125,000	1,125,000
14	880,000	880,000	1,500,000	1,500,000
15	1,100,000	1,100,000	1,875,000	1,875,000
16	1,320,000	1,320,000	2,250,000	2,250,000
17	1,540,000	1,540,000	2,625,000	2,625,000
18	1,760,000	1,760,000	3,000,000	3,000,000
19	1,980,000	1,980,000	3,375,000	3,375,000
20	2,200,000	2,200,000	3,750,000	3,750,000
21	2,420,000	2,420,000	4,125,000	4,125,000
22	2,640,000	2,640,000	4,500,000	4,500,000
23	2,860,000	2,860,000	4,875,000	4,875,000
24	3,080,000	3,080,000	5,250,000	5,250,000
25	3,300,000	3,300,000	5,625,000	5,625,000
26	3,520,000	3,520,000	6,000,000	6,000,000
27	3,740,000	3,740,000	6,375,000	6,375,000
28	3,960,000	3,960,000	6,750,000	6,750,000
29	4,180,000	4,180,000	7,125,000	7,125,000
30	4,400,000	4,400,000	7,500,000	7,500,000

APPENDIX 3: HIT DICE PROGRESSION

Starting at level 10 (11 for rogues and wizards), characters no longer gain additional Hit Dice for Hit Points when they advance a level. Instead, warrior classes gain a flat +3 Hit Points per level, priests and rogues gain +2 Hit Points per level, and wizards gain +1 Hit Point per level. Constitution applies as normal.

HIT DICE (TOTAL)

The total number of Hit Dice rolled by a character of the appropriate level.

BONUS HP (PER LEVEL)

The additional Hit Points received at the displayed level.

Level	Warrior		Wizard		Priest		Rogue	
	HD	Bonus HP	HD	Bonus HP	HD	Bonus HP	HD	Bonus HP
1	1	-	1	-	1	-	1	-
2	2	-	2	-	2	-	2	-
3	3	-	3	-	3	-	3	-
4	4	-	4	-	4	-	4	-
5	5	-	5	-	5	-	5	-
6	6	-	6	-	6	-	6	-
7	7	-	7	-	7	-	7	-
8	8	-	8	-	8	-	8	-
9	9	-	9	-	9	-	9	-
10	9	(+3)	10	-	9	(+2)	10	-
11+	9	(+3)	10	(+1)	9	(+2)	10	(+2)

Appendix 4: THACO

Level	Warrior and Monk	Priest	Wizard	Rogue
1	20	20	20	20
2	19	20	20	20
3	18	20	20	19
4	17	18	19	19
5	16	18	19	18
6	15	18	19	18
7	14	16	18	17
8	13	16	18	17
9	12	16	18	16
10	11	14	17	16
11	10	14	17	15
12	9	14	17	15
13	8	12	16	14
14	7	12	16	14
15	6	12	16	13
16	5	10	15	13
17	4	10	15	12
18	3	10	15	12
19	2	8	14	11
20	1	8	14	11
21	0	8	14	10
22+	0	6	13	10

APPENDIX 6: REPUTATION

MURDER

This column shows how much your reputation will be reduced if you kill an innocent NPC.

PRICE ADJUSTMENT

In addition to the discount bestowed by a high Charisma, your reputation may let you benefit from additional store discounts. However, if you are a villain known for your low reputation, you may find yourself paying higher prices for your equipment!

DONATION

The amount of gold that must be donated to raise the party's reputation one point. Note that you cannot raise your reputation above 8 by donating to temples; only good deeds will see you recognized as a true hero.

Score	Murder	Price Adjustment	Donation
1	-	+900%	5000
2	-1	+900%	4000
3	-1	+100%	3000
4	-1	+50%	2000
5	-2	+40%	1000
6	-2	+30%	750
7	-2	+20%	500
8	-2	+20%	-
9	-3	+10%	-
10	-4	-	-
11	-4	-	-
12	-5	-	-
13	-5	-	-
14	-5	-	-
15	-6	-5%	-
16	-7	-10%	-
17	-8	-15%	-
18	-9	-20%	-
19	-10	-25%	-
20	-10	-30%	-

APPENDIX 5: SAVING THROWS

SAVE VS. DEATH

This save is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright.

SAVE VS. WAND

As its name implies, this save is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

SAVE VS. POLYMORPH

This save is used any time a character is the target of a spell or effect that will turn them to stone (petrified) or change their physical form.

SAVE VS. BREATH

A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon.

SAVE VS. SPELL

This save is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of Saving Throw is specified. This save may also be used to resist an attack that defies any other classification.

SAVING THROWS BY CLASS

WARRIOR

Level	Warrior				
	Death	Wand	Polymorph	Breath	Spell
1	14	16	15	17	17
2	14	16	15	17	17
3	13	15	14	16	16
4	13	15	14	16	16
5	11	13	12	13	14
6	11	13	12	13	14
7	10	12	11	12	13
8	10	12	11	12	13
9	8	10	9	9	11
10	8	10	9	9	11
11	7	9	8	8	10
12	7	9	8	8	10
13	5	7	6	5	8
14	5	7	6	5	8
15	4	6	5	4	7
16	4	6	5	4	7
17+	3	5	4	4	6

MONK

Level	Monk				
	Death	Wand	Polymorph	Breath	Spell
1	10	14	13	16	13
2	10	14	13	16	13
3	10	14	13	16	13
4	9	13	12	15	12
5	9	13	12	15	12
6	9	13	12	15	12
7	7	11	10	13	10
8	7	11	10	13	10
9	6	10	9	12	9
10	5	9	8	11	8
11	5	9	8	11	8
12	5	9	8	11	8
13	4	8	7	10	7
14	4	8	7	10	7
15	4	8	7	10	7
16	3	7	6	9	6
17	3	7	6	9	6
18	3	7	6	9	6
19	1	5	4	7	4

PRIEST

Level	Priest				
	Death	Wand	Polymorph	Breath	Spell
1	10	14	13	16	15
2	10	14	13	16	15
3	10	14	13	16	15
4	9	13	12	15	14
5	9	13	12	15	14
6	9	13	12	15	14
7	7	11	10	13	12
8	7	11	10	13	12
9	7	11	10	13	12
10	6	10	9	12	11
11	6	10	9	12	11
12	6	10	9	12	11
13	5	9	8	11	10
14	5	9	8	11	10
15	5	9	8	11	10
16	4	8	7	10	9
17	4	8	7	10	9
18	4	8	7	10	9
19+	2	6	5	8	7

WIZARD

Level	Wizard				
	Death	Wand	Polymorph	Breath	Spell
1	14	11	13	15	12
2	14	11	13	15	12
3	14	11	13	15	12
4	14	11	13	15	12
5	14	11	13	15	12
6	13	9	11	13	10
7	13	9	11	13	10
8	13	9	11	13	10
9	13	9	11	13	10
10	13	9	11	13	10
11	11	7	9	11	8
12	11	7	9	11	8
13	11	7	9	11	8
14	11	7	9	11	8
15	11	7	9	11	8
16	10	5	7	9	6
17	10	5	7	9	6
18	10	5	7	9	6
19	10	5	7	9	6
20	10	5	7	9	6
21+	8	3	5	7	4

ROGUE

Level	Rogue				
	Death	Wand	Polymorph	Breath	Spell
1	13	14	12	16	15
2	13	14	12	16	15
3	13	14	12	16	15
4	13	14	12	16	15
5	12	12	11	15	13
6	12	12	11	15	13
7	12	12	11	15	13
8	12	12	11	15	13
9	11	10	10	14	11
10	11	10	10	14	11
11	11	10	10	14	11
12	11	10	10	14	11
13	10	8	9	13	9
14	10	8	9	13	9
15	10	8	9	13	9
16	10	8	9	13	9
17	9	6	8	12	7
18	9	6	8	12	7
19	9	6	8	12	7
20	9	6	8	12	7
21+	8	4	7	11	5

SAVING THROWS FOR SHORT RACES

Short races (halflings, gnomes, and dwarves) receive special bonuses to Saving Throws based on Constitution. Halflings and dwarves receive this bonus to Saving Throws against death, wands, and spells; gnomes receive this bonus on Saving Throws against wands and spells.

Constitution Score	Saving Throw Bonus
3 or lower	-
4	+1
5	+1
6	+1
7	+2
8	+2
9	+2
10	+2
11	+3
12	+3
13	+3
14	+4
15	+4
16	+4
17	+4
18+	+5

APPENDIX 7: SPELLS

BARD SPELLS PER DAY

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
2	1	-	-	-	-	-	-	-
3	2	-	-	-	-	-	-	-
4	2	1	-	-	-	-	-	-
5	3	1	-	-	-	-	-	-
6	3	2	-	-	-	-	-	-
7	3	2	1	-	-	-	-	-
8	3	3	1	-	-	-	-	-
9	3	3	2	-	-	-	-	-
10	3	3	2	1	-	-	-	-
11	3	3	3	1	-	-	-	-
12	3	3	3	2	-	-	-	-
13	3	3	3	2	1	-	-	-
14	3	3	3	3	1	-	-	-
15	3	3	3	3	2	-	-	-
16	4	3	3	3	2	1	-	-
17	4	4	3	3	3	1	-	-
18	4	4	4	3	3	2	-	-
19	4	4	4	4	3	2	-	-
20	4	4	4	4	4	3	-	-
21	4	4	4	4	4	4	1	-
22	4	4	4	4	4	4	2	-
23	4	4	4	4	4	4	3	-
24	4	4	4	4	4	4	4	-
25	5	5	4	4	4	4	4	-
26	5	5	5	5	4	4	4	-
27	5	5	5	5	5	5	4	-
28	6	5	5	5	5	5	5	-
29	6	6	5	5	5	5	5	1
30	6	6	6	6	5	5	5	1

PALADIN SPELLS PER DAY

Level	1 st	2 nd	3 rd	4 th	5 th	6 th
6	1	-	-	-	-	-
7	1	-	-	-	-	-
8	1	-	-	-	-	-
9	1	-	-	-	-	-
10	1	1	-	-	-	-
11	1	1	-	-	-	-
12	1	1	1	-	-	-
13	1	1	1	-	-	-
14	2	1	1	-	-	-
15	2	1	1	1	-	-
16	2	2	1	1	-	-
17	2	2	2	1	-	-
18	3	2	2	1	-	-
19	3	3	3	2	-	-
20	3	3	3	3	-	-
21	4	3	3	3	-	-
22	4	3	3	3	1	-
23	4	4	3	3	1	-
24	4	4	4	3	1	-
25	4	4	4	4	1	-
26	4	4	4	4	2	-
27	5	4	4	4	2	-
28	5	5	4	4	2	-
29	5	5	5	4	2	1
30	5	5	5	4	3	1

RANGER SPELLS PER DAY

Level	1 st	2 nd	3 rd	4 th	5 th	6 th
6	1	-	-	-	-	-
7	1	-	-	-	-	-
8	1	-	-	-	-	-
9	1	-	-	-	-	-
10	1	1	-	-	-	-
11	1	1	-	-	-	-
12	1	1	1	-	-	-
13	1	1	1	-	-	-
14	2	1	1	-	-	-
15	2	1	1	1	-	-
16	2	2	1	1	-	-
17	2	2	2	1	-	-
18	3	2	2	1	-	-
19	3	3	3	2	-	-
20	3	3	3	3	-	-
21	4	3	3	3	-	-
22	4	3	3	3	1	-
23	4	4	3	3	1	-
24	4	4	4	3	1	-
25	4	4	4	4	1	-
26	4	4	4	4	2	-
27	5	4	4	4	2	-
28	5	5	4	4	2	-
29	5	5	5	4	2	1
30	5	5	5	5	3	1

CLERIC SPELLS PER DAY

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7
30	9	9	9	9	9	9	8

DRUID SPELLS PER DAY

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7
30	9	9	9	9	9	9	8

SORCERER SPELLS KNOWN

[illegible]

APPENDIX 8: EQUIPMENT

ARMOR

Each armor type has a base Armor Class as well as AC ratings against specific damage types (missile, slashing, crushing, or piercing). All other AC modifiers are applied to this value.

SHIELDS

Shields, unlike armor, apply a static modifier to the wearer's existing Armor Class. Certain shields may offer a different bonus against missile weapons, which is used instead of that shield's normal bonus.

Armor Type	Base AC	vs. Missile	vs. Slashing	vs. Crushing	vs. Piercing
Leather	8	10	8	8	10
Studded Leather	7	6	5	7	6
Hide	6	8	6	6	8
Chain Mail	5	5	3	7	5
Splint Mail	4	3	4	2	3
Plate Mail	3	3	0	3	3
Full Plate	1	-2	-3	1	-2

Shield Type	AC Bonus	vs. Missile
Buckler	+1	+0
Small Shield	+1	+0
Medium Shield	+1	+1
Large Shield	+1	+2

MELEE WEAPONS

HANDS

This indicates whether a weapon is one- or two-handed weapon. Two-handed weapons prevent the use of shields. One-handed melee weapons may be used with shields, by themselves, or with other one-handed melee weapons.

DAMAGE

This shows the weapon's base damage. Damage modifiers from enchantments, Strength, or weapon proficiency are applied to this value.

TYPE

This displays whether the weapon deals slashing, crushing, or piercing damage.

SPEED

A weapon's Speed Factor determines how quickly the character attacks with it in a given round. A lower Speed Factor means faster attacks.

STRENGTH REQ.

This shows the minimum Strength score required to equip and wield the weapon.

	Hands	Damage	Type	Speed	Strength Req.
Bastard Sword	One	2d4	Slashing	8	11
Battle Axe	One	1d8	Slashing	7	10
Club	One	1d6	Crushing	4	5
Dagger	One	1d4	Piercing	2	3
Flail	One	1d6+1	Crushing	7	13
Halberd	Two	1d10	Piercing	9	13
Katana	One	1d10	Slashing	4	6
Long Sword	One	1d8	Slashing	5	6
Mace	One	1d6+1	Crushing	7	10
Morning Star	One	2d4	Crushing	7	11
Quarterstaff	Two	1d6	Crushing	4	5
Scimitar	One	1d8	Slashing	5	10
Short Sword	One	1d6	Piercing	3	5
Spear	Two	1d6	Piercing	8	5
Two-Handed Axe	Two	1d10	Slashing	9	10
Two-Handed Sword	Two	1d10	Slashing	10	14
War Hammer	One	1d4+1	Crushing	4	9

RANGED WEAPONS

Ranged weapons use the same rules as melee weapons, except as noted below. Ranged weapons may not be dual-wielded even if they require only one hand to wield.

AMMO

This displays the type of ammunition required to use the weapon. It also displays that ammunition's base damage.

DAMAGE BONUS

Some launchers, such as longbows, add a damage bonus. This bonus is applied to the ammunition's base damage.

THACO

The weapon's to-hit roll bonus, if any.

RATE OF FIRE

Rate of fire determines the number of attacks a specified weapon can make in a single round. Bonus attacks from weapon specialization and haste effects still apply.

	Ammo	Damage Bonus	THAC0	Rate of Fire	Speed	Req.
Light Crossbow	Bolt (1d8)	-	+2	1	5	8
Heavy Crossbow	Bolt (1d8)	+2	+2	1	10	12
Dart*	None (1d3)	-	-	3	2	-
Throwing Dagger*	None (1d4)	-	-	2	2	3
Throwing Axe*	None (1d6+1)	-	-	1	4	4
Shortbow	Arrow (1d6)	-	-	2	6	6
Longbow	Arrow (1d6)	-	+1	2	7	12
Composite Longbow	Arrow (1d6)	+2	+1	2	7	15
Sling*	Bullet (1d4+1)	-	-	1	6	3

* One-handed weapon

APPENDIX 9: WILD SURGE

Number Rolled	Wild Surge
01	Repulsion field centered on caster.
02	Caster's color changes.
03	Squirrels appear around caster.
04	Caster itchy.
05	Caster glows.
06	Fireball centered on caster.
07	Caster's sex changes.
08	Caster's color changes.
09	Everyone in the area changes direction.
10	Explosion centered on caster.
11	<i>Entangle</i> centered on target.
12	<i>Slow</i> centered on target.
13	Target polymorphed into a wolf.
14	Caster held.
15	Caster hasted.
16	Caster changed into a squirrel.
17	80% of party gold destroyed.
18	Target weakened.
19	<i>Sunfire</i> spell centered on caster.
20	Movement rate lowered on target.
21	Fireball centered on caster.
22	Caster held as per <i>Hold Person</i> .
23	Fear centered on target.
24	Roll twice more; both effects apply.
25	Entire area explored.
26	<i>Globe of Invulnerability</i> centered on target.
27	<i>Silence, 15' Radius</i> centered on caster.

Number Rolled	Wild Surge
28	Caster dizzy.
29	Target invisible.
30	Pretty sparkles! No other effect.
31	Caster is spell's target.
32	Caster invisible.
33	<i>Color Spray</i> from caster.
34	Birds appear around caster.
35	Fireball centered on caster, no damage.
36	Gems created on caster.
37	Combat music starts.
38	Good berries created on caster.
39	Fireball flies toward target.
40	Charges drained in area effect around target.
41	Random treasure created on caster.
42	Caster is combat ready (+2 THAC0 and damage).
43	Teleport field centered on caster.
44	Teleport field centered on target.
45	Area effect hiccups centered on target.
46	All doors opened in area of effect. If there are no doors, roll twice and use both effects.
47	Caster polymorphed into a wolf.
48	Change spell's target randomly.
49	Caster recuperates as if rested.
50	Monsters summoned near target.
51	Start snowing if outside; if inside, roll twice and use both effects.
52	Loud noise; target must save or be stunned.
53	Target's Hit Points doubled.
54	Demon summoned to attack target.
55	Spell fired but with squealing noise.

Number Rolled	Wild Surge
56	Spell goes off but duration is halved.
57	Strange visual effect; spell fizzles.
58	Spell projectile speed halved.
59	All weapons in the area glow.
60	No Saving Throw allowed against the spell's normal effect.
61	Target held as per <i>Hold Person</i> .
62	<i>Detect Magic</i> centered on target.
63	Roll four more times; use all effects.
64	<i>Slow</i> centered on target.
65	Instead of the chosen spell, a different random spell of the same level is cast.
66	<i>Lightning Bolt</i> cast at target.
67	Target strengthened.
68	<i>Heal</i> centered on target.
69	Entangle target.
70	Caster weakened.
71	<i>Fireball</i> centered on target.
72	<i>Flesh to Stone</i> on target.
73	Spell takes effect as normal, and caster is recuperated as if rested.
74	<i>Heal</i> centered on caster.
75	Target dizzy.
76	<i>Sunfire</i> centered on target (caster unaffected).
77	Target held.
78	Target blinded.
79	Target charmed.
80	Gems created on target.
81	Target's movement rate doubled.
82	Random treasure created on target.
83	Target polymorphed into squirrel.

Number Rolled	Wild Surge
84	<i>Silence, 15' Radius</i> centered on target.
85	Target's sex changes.
86	Fake explosion (no damage) centered on target.
87	Cow falls from sky, lands on target.
88	Target dizzy.
89	Spell has 60-ft. radius centered on target.
90	<i>Stinking Cloud</i> centered on target.
91	Target itchy.
92	Caster's Hit Points doubled.
93	Target held.
94	Target hastened.
95	80% of gold on target is destroyed.
96	Spell cast at double effectiveness.
97	Spell cast, -4 to target's Saving Throw.
98	Target's color changes.
99	Spell cast at double level.
100	Spell cast normally.

APPENDIX 10: TABLET CONTROLS

If you are playing Icewind Dale on an tablet, many controls will work differently because you are using a touchscreen instead of a mouse. As a general rule:

- Any action requiring an L-click can be accomplished with a tap.
- Any action requiring an L-click and drag can be accomplished simply by dragging.
- Any action requiring an R-click can be accomplished with a held tap
- Zooming in and out is controlled by pinching, just like in any other tablet app.

In addition, there are two buttons in the bottom right panel, Select Tool and Help Tool, designed specifically for tablet users:

SELECT TOOL

After selecting this tool, the next touch on the screen will be a selection box; otherwise, touching the screen moves the currently selected characters to the target area.

HELP TOOL

Selecting this tool highlights all onscreen objects that can be manipulated, such as chests, doors, or items on the ground. The current Hit Point totals for your party members will also be displayed above their heads. (PC, Mac, and Linux users can accomplish this by holding down the Tab key.)

APPENDIX 11: HOTKEYS (WINDOWS AND MAC)

PAGE HOTKEYS

SCREEN	DEFAULT HOTKEY
Inventory	I
Character Record	R
Return to Game	G
Journal	J
Map	M
Wizard Spells	W
Priest Spells	P
Options	O
Character Arbitration	C

ACTION HOTKEYS

ACTION	DEFAULT HOTKEY
Quick Save	Q
Quick Load	L
Hide/Show Interface	H
Hide/Show Left Interface	Y
Hide/Show Right Interface	U
Chat Window	T
Location	X
Toggle AI	A
Wizard Tooltips/Help Tool	Tab